



This is a digital copy of a book that was preserved for generations on library shelves before it was carefully scanned by Google as part of a project to make the world's books discoverable online.

It has survived long enough for the copyright to expire and the book to enter the public domain. A public domain book is one that was never subject to copyright or whose legal copyright term has expired. Whether a book is in the public domain may vary country to country. Public domain books are our gateways to the past, representing a wealth of history, culture and knowledge that's often difficult to discover.

Marks, notations and other marginalia present in the original volume will appear in this file - a reminder of this book's long journey from the publisher to a library and finally to you.

Usage guidelines

Google is proud to partner with libraries to digitize public domain materials and make them widely accessible. Public domain books belong to the public and we are merely their custodians. Nevertheless, this work is expensive, so in order to keep providing this resource, we have taken steps to prevent abuse by commercial parties, including placing technical restrictions on automated querying.

We also ask that you:

- + *Make non-commercial use of the files* We designed Google Book Search for use by individuals, and we request that you use these files for personal, non-commercial purposes.
- + *Refrain from automated querying* Do not send automated queries of any sort to Google's system: If you are conducting research on machine translation, optical character recognition or other areas where access to a large amount of text is helpful, please contact us. We encourage the use of public domain materials for these purposes and may be able to help.
- + *Maintain attribution* The Google "watermark" you see on each file is essential for informing people about this project and helping them find additional materials through Google Book Search. Please do not remove it.
- + *Keep it legal* Whatever your use, remember that you are responsible for ensuring that what you are doing is legal. Do not assume that just because we believe a book is in the public domain for users in the United States, that the work is also in the public domain for users in other countries. Whether a book is still in copyright varies from country to country, and we can't offer guidance on whether any specific use of any specific book is allowed. Please do not assume that a book's appearance in Google Book Search means it can be used in any manner anywhere in the world. Copyright infringement liability can be quite severe.

About Google Book Search

Google's mission is to organize the world's information and to make it universally accessible and useful. Google Book Search helps readers discover the world's books while helping authors and publishers reach new audiences. You can search through the full text of this book on the web at <http://books.google.com/>

NEDL TRANSFER



HN 534W +

50 2452.214



**HARVARD
COLLEGE
LIBRARY**

HOYLE'S GAMES,

IMPROVED

CONSISTING OF

PRACTICAL TREATISES

ON

WHIST
QUADRILLE
PIQUET
QUINZE
VINGT-UN
LANSQUENET
FARO or PHARO
ROUGE & NOIR
CRIBBAGE
MATRIMONY
CASSINO
CONNEXIONS

REVERSI
PUT
ALL-FOURS
SPECULATION
LOO or LUE
LOTTERY
COMMERCE
POPE
BRAG
DOMINO
LOTO
BOSTON

CHESS
BACK-GAMMON
DRAUGHTS
CRICKET
TENNIS
HAZARD
BILLIARDS
GOFF or GOLF
SKITTLES
DUTCH PINS
E O and
RAFFLE

WITH AN

ESSAY ON GAME COCKS

AND THE RULES, &c.

AT HORSE RACES

WHEREIN ARE COMPRISED

CALCULATIONS FOR BETTING

UPON EQUAL OR ADVANTAGEOUS TERMS

~~~~~  
REVISED AND CORRECTED

By **CHARLES JONES Esq.**

~~~~~  
A NEW EDITION CONSIDERABLY ENLARGED

London

PRINTED FOR W. LOWNDES; WILKIE AND ROBINSON; J.
WALKER; SCATCHERD AND LETTERMAN; LONGMAN,
HURST, REES, ORME AND BROWN; LACKINGTON, ALLEN
AND CO.; W. STEWART; B. AND R. CROSBY; J. RICHARD-
SON; J. MAWMAN; J. ASPERNE; AND R. BALDWIN.

1814

SG 2652.214

HARVARD COLLEGE LIBRARY

BEQUEST OF

SILAS W. HOWLAND

NOVEMBER 8, 1938

1829
58

Printed by HANSARD, Jan, Peterborough-court, Fleet-street, London.

CONTENTS

| | |
|-----------------------------------|-----------------------|
| All-Fours, <i>from page</i> | 169 to 171 inclusive. |
| Back-Gammon | 289 to 312 ... |
| Billiards | 368 to 418 ... |
| Boston | 187 to 192 ... |
| Brag | 180 to 182 ... |
| Cassino | 159 to 162 ... |
| Chess | 193 to 238 ... |
| Commerce \..... | 165 to 177 ... |
| Connexions | 162 to 163 ... |
| Cribbage | 147 to 157 ... |
| Cricket..... | 352 to 356 ... |
| Domino | 182 to 183 ... |
| Draughts | 312 to 352 ... |
| Dutch Pins | 425 to 427 ... |
| E O | 427 to 428 ... |
| Faro or Pharo | 136 to 144 ... |
| Game Cocks | 428 to 459 ... |
| Goff or Golf | 419 to 420 ... |
| Hazard | 361 to 367 ... |
| Horse Racing | 460 to 501 ... |
| Lansquenet | 134 to 135 ... |
| Loo or Lue | 172 to 173 ... |
| Loto..... | 183 to 186 ... |
| Lottery..... | 173 to 174 ... |

| | |
|-----------------------------------|---------------------------------|
| Matrimony, from page | 158 to 159 inclusive. |
| Piquet | 107 to 131 ... |
| Pope | 178 to 179 ... |
| Put | 168 to 169 ... |
| Quadrille | 85 to 106 ... |
| Quinze | 131 to 132 ... |
| Raffle | v to vi ... |
| Reversis | 163 to 168 ... |
| Rouge & Noir | 144 to 147 ... |
| Skittles | 421 to 425 ... |
| Speculation | 171 to 172 ... |
| Tennis | 356 to 361 ... |
| Vingt-Un | 132 to 134 ... |
| Whist | vii to viii, 1 to 84 ... |

*The undermentioned Parts or Treatises may
be purchased separate.*

**1. HOYLE's TREATISES UPON WHIST AND
QUADRILLE.** Price 2s. in extra boards.

**2. HOYLE's GAMES IMPROVED AND SE-
LECTED** as a Companion to the Card Table, con-
sisting of the Twenty-four Games first contained in
this Work. Price 4s. sewed, in a Case like an Alma-
nack, with gilt Edges.

3. HOYLE's GAME OF CHESS, with some Ad-
ditions from other Amateurs, and a Wood Cut. Price
2s. in extra boards.

4. HOYLE's TREATISE ON BACKGAMMON,
with a Wood Cut. Price 6d. sewed.

**5. INTRODUCTION TO PAYNE'S GAME OF
DRAUGHTS,** with a Wood Cut. Price 1s. sewed.

6. DEW's GAME OF BILLIARDS, with a Cop-
per-plate. Price 1s. sewed.

**7. DIRECTIONS FOR BREEDING GAME
COCKS,** with a Copper-plate. Price 6d. sewed.

**8. GARD's ODDS AND CHANCES OF COCKING,
and other Games. Price 5s. sewed.**

**9. A. JONES's ART OF PLAYING AT SKITTLES,
with Wood Cuts. Price 1s. sewed.**

**10. GARD's ARTICLES, RULES AND ORDERS
AT HORSE-RACES. Price 1s. 6d. sewed.**

**11. RULES AND INSTRUCTIONS FOR SKIT-
TLES, with a Copper-Plate: Price 6d. on a Sheet
Broad Folio, for the purpose of pasting on a Board.**

R A F F L E.

**ODDS on a RAFFLE with nine Dice, or the
highest in three throws with three Dice.**

| | | | |
|----------------------------|---------|-------------|---|
| It is 10077695 | to 1, | 54. | |
| 1007768 | to 1, | 53 or more. | |
| 183229 | to 1, | 52 | — |
| 45806 | to 1, | 51 | — |
| 14093 | to 1, | 50 | — |
| 5032 | to 1, | 49 | — |
| 2016 | to 1, | 48 | — |
| 886 | to 1, | 47 | — |
| 422 | to 1, | 46 | — |
| 215 | to 1, | 45 | — |
| 116 | to 1, | 44 | — |
| 66 | to 1, | 43 | — |
| 39 | } to 1, | 42 | — |
| very near 39 $\frac{1}{2}$ | | 41 | — |
| 24 $\frac{1}{2}$ | | 40 | — |
| 15 $\frac{1}{2}$ | | 39 | — |
| 10 $\frac{1}{2}$ | | 38 | — |
| 7 $\frac{1}{7}$ | } to 1, | 37 | — |
| very near 5 | | 36 | — |
| 3 $\frac{1}{2}$ | | 35 | — |
| 2 $\frac{6}{11}$ | | 34 | — |
| or 28 to 11, | | 33 | — |
| 11 | to 6, | | |
| 9 | to 7, | | |

It is exactly equal that you throw 32 or more.

The

The following is a guide to any person inclined to sell or buy a chance.

| | | |
|--------------------|-------------|---|
| 1 out of 3 | 36 or more. | |
| 1 out of 4 | 37 | — |
| 1 out of 5 | 38 | — |
| 1 out of 8 | 39 | — |
| 1 out of 11 | 40 | — |
| 1 out of 17 | 41 | — |
| 1 out of 28 | 42 | — |
| 1 out of 47 | 43 | — |
| 1 out of 81 | 44 | — |
| 1 out of 150 | 45 | — |
| 1 out of 293 | 46 | — |
| 1 out of 613 | 47 | — |

has a right to throw

Explanation of the foregoing Table.

Suppose a prize put up worth 20*l.* that one person throws 40, and there are eight more to throw; in the table you will find that one out of eleven has a right to throw forty: therefore his chance is worth one half of the prize and $\frac{3}{11}$ of the other half, equal to 12*l.* 14*s.* 6 $\frac{1}{2}$ *d.* $\frac{2}{11}$ *f.*

CASES OF CURIOSITY.

| | | |
|--------------------------|---------------------------|---|
| It is 1585 to 1 .. | 47 neither more nor less. | |
| 807 to 1 .. | 46 | — |
| 440 to 1 .. | 45 | — |
| 255 to 1 .. | 44 | — |
| 156 to 1 .. | 43 | — |
| 100 to 1 .. | 42 | — |
| 68 to 1 .. | 41 | — |
| 48 to 1 .. | 40 | — |
| 35 to 1 .. | 39 | — |
| 27 to 1 .. | 38 | — |
| 21 to 1 .. | 37 | — |
| 17 $\frac{3}{4}$ to 1 .. | 36 | — |
| 15 $\frac{1}{4}$ to 1 .. | 35 | — |

that you do not throw

W H I S T.

ODDS against and for the Dealer's Hand of Trumps.

| | | |
|---|----|------------|
| 158753389899 to 1, that he don't hold 13 trumps | | |
| 338493367 to 1 | 12 | } or more. |
| 3215258 to 1 | 11 | |
| 77065 to 1 | 10 | |
| 3710 to 1 | 9 | |
| 317 to 1 | 8 | |
| 44 to 1 | 7 | |
| 8 to 1 | 6 | |
| 2 $\frac{3}{4}$ to 1, or 17 to 7 | 5 | |
| 7 to 5 that the dealer holds 4 | | |
| 5 $\frac{1}{2}$ to 1, or 28 to 5 | 3 | |
| 39 $\frac{1}{2}$ to 1 | 2 | |

The Odds for and against any particular Non- dealer's Hand of Trumps.

| | | |
|---|----|------------|
| 12211799222 to 1, that he does not hold 12 trumps | | |
| 53326633 to 1 | 11 | } or more. |
| 778068 to 1 | 10 | |
| 25457 to 1 | 9 | |
| 1567 to 1 | 8 | |
| 163 to 1 | 7 | |
| 26 $\frac{1}{2}$ to 1 | 6 | |
| 6 $\frac{1}{2}$ to 1 | 5 | |
| 7 to 4, or near 9 to 5 | 4 | |
| 13 to 7 that he holds | 3 | |
| 7 $\frac{1}{2}$ to 1, or 38 to 5 | 2 | |
| 57 to 1 | 1 | |

Odds against the Dealer holding such a certain Quantity of Trumps.

| | | |
|--|---|-----------|
| 51 to 1, that he does not hold exactly 7 | 7 | } trumps. |
| 12 to 1 | 6 | |
| $4\frac{1}{2}$ to 1 | 5 | |
| $2\frac{1}{2}$ to 1, or 12 to 5 | 4 | |
| $2\frac{1}{4}$ to 1, or 11 to 4 | 3 | |
| 39 $\frac{1}{2}$ to 1, against holding only the trump turned up. | | |

The Odds against any assigned Non-dealer, holding such an exact Quantity.

| | | |
|---|---|-----------|
| 183 to 1, that he does not hold exactly 7 | 7 | } trumps. |
| 32 to 1 | 6 | |
| $8\frac{1}{2}$ to 1, or 44 to 5 | 5 | |
| $3\frac{1}{2}$ to 1 | 4 | |
| 12 to 5 | 3 | |
| $3\frac{3}{4}$ to 1 or 23 to 7 | 2 | |
| $9\frac{1}{4}$ to 1, better than 9 to 1 | 1 | |
| 57 to 1, that he is not without a trump. | | |

GAME

THE
GAME OF WHIST.

THIS game, which requires great care and attention, is played by four persons, who cut for partners; those who cut the two highest cards are partners against the two lowest, and the person who cuts the lowest card is entitled to the deal. In cutting, the ace is accounted the lowest.

Though it is customary for only the elder hand, and afterwards the dealer, to shuffle the cards, yet each player has a right so to do before the deal, but the elder hand ought to shuffle last, excepting the dealer.

The pack is afterwards cut by the right hand adversary, and the dealer is to distribute the cards, alternately one at a time, to each of the players, beginning with the left hand adversary, till the last card, which must be turned up, being the trump, and left on the table till the first trick is played.

No one, before his partner plays, should intimate that he has or has not won the trick; even the attempt to take up a trick, though won before the last partner has played, is deemed very improper. No intimations of any kind during

the play of the cards between partners are to be admitted. The mistake of one party is the game of the adversary. However, there is one exception to this rule, in case of a revoke: if a person happens not to follow suit, or trumps a suit, the partner is permitted to inquire whether he is sure he has none of that suit in hand. This indulgence must have arisen from the severe penalties annexed to revoking, which affect the partners equally.

The person on the dealer's left hand is called the elder hand, and plays first; and whoever wins the trick, becomes the elder hand, and plays again; and so on till all the cards are played out. The tricks belonging to each party should be turned and collected by the respective partners of whoever wins the first trick in that hand. Each trick above six is reckoned one point towards the game. The ace, king, queen, and knave of trumps, are called honours; and when either of the parties has in his own hand, or between himself and his partner, three honours, they count two points towards the game; and in case they should have the four honours, they count four points. Ten points make the game.

TWENTY-FOUR SHORT RULES FOR LEARNERS.

1. ALWAYS lead from your strong suit, and be cautious of changing suits.
2. Lead through an honour when you have a good hand.
3. Lead through the strong suit, and up to the weak, except in trumps, unless strong in them.
4. Lead a trump, if you have four or five, and a good hand besides.

5. Sequences are eligible leads, of which play the highest card.

6. Follow your partner's lead, not your adversary's.

7. Do not lead from ace queen, or ace knave.

8. Avoid leading an ace unless you have the king.

9. Never lead a thirteenth card, unless trumps are out.

10. Nor trump a thirteenth card, except last player.

11. Play your best card third hand.

12. When in doubt, win the trick.

13. When you lead small trumps, begin with the highest.

14. Do not trump out, when your partner is likely to trump a suit.

15. If you hold only small trumps, make them when you can.

16. Make your tricks early, and be careful of finessing.

17. Be sure to make the odd trick when in your power.

18. Never force your adversary with your best card, unless you have the next best.

19. If only one card of any suit, and but two or three small trumps, lead the single card.

20. Always try to keep a commanding card to bring in your strong suit.

21. In your partner's lead, endeavour to keep the command in his hand.

22. Keep the card you turn up as long as you conveniently can.

23. If your antagonists are 8, and you have no honour, play your best trump.

24. Always consider your score, and play your hand accordingly.

METHODS OF SCORING AT WHIST.

| One. | Two. | Three. | Four. | Five. | Six. | Seven. | Eight. | Nine. |
|------|------|--------|-------|-------|------|--------|--------|-------|
| 0 | 00 | 000 | 0000 | 0 | 0 | 00 | 000 | 0 |
| | | | | 00 | 000 | 0 | 0 | 0 |
| | | | | | | | | 0 |
| 0 | 0 | 0 | 00 | 0 | 0 | 0 | 0 | 00 |
| | 0 | 0 | 0 | 00 | 0 | 0 | 00 | 0 |
| | | 0 | 0 | 0 | 00 | 00 | 0 | 0 |

MR. HOYLE'S GAME AT WHIST.

GENERAL RULES FOR BEGINNERS.

1. **LEAD** from the best suit; if you have a sequence of king, queen, and knave, or queen, knave, and ten, they are sure leads, and gain the tenace to yourself or partner in other suits. Begin with the highest of a sequence, unless you have five in number; in that case play the lowest (except in trumps, when always play the highest) in order to get the ace or king out of your partner's or adversary's hand, and make room for your strong suit.

2. With five of the smallest trumps, and not one good card in the other suits, trump out, which will make your partner the last player, and give him the tenace.

3. If two small trumps only, with ace and king of two other suits, and a deficiency of the fourth suit, make as many tricks as you can immediately,

and if your partner refuses either of your suits, do not force him, because that may weaken his game too much.

4. Seldom return your partner's lead immediately, if you have good suits of your own to play, unless it be to endeavour to save or win a game: what is meant by good suits is sequences of king, queen, and knave, or queen, knave, and ten.

5. If each party has five tricks, and you are assured of getting two from your own hand, win them, in expectation of scoring 2 that deal; because losing the odd trick makes two difference, and you play 2 to 1 against yourself. Except when you see a probability either of saving your lurch, or winning the game; in either of which cases risk the odd trick.

6. When you have a probability of winning the game, risk a trick or two, because the share of the stake, which your adversary has by a new deal, will amount to more than the point or two which you risk.

The foregoing case refers to games 1 to 6, in pages 14, 15, 16.

7. If your adversary is six or seven love, and you are to lead, then risk a trick or two, in hopes of putting the game upon an equality; therefore, admitting you have the queen or knave, and one other trump, and no good cards in other suits, play the queen or knave of trumps; by which means you will strengthen your partner's game, if he is strong in trumps; if weak, you do him no injury.

8. If you are four of the game, play for an odd trick, in hopes to save one-half of the stake; and, in order to win the same, though you are pretty strong in trumps, be cautious how you

trump out. What is meant by strength in trumps, is, one honour and three trumps.

9. If you are nine of the game, and though very strong in trumps, yet if your partner has a chance of trumping any of your adversary's suits; then do not trump out, but give him an opportunity of trumping those suits. If your game is scored only 1, 2, or 3, you must play the reverse, and also in 5, 6, or 7; because in these two cases, you play for more than one point.

10. If last player you find that the third hand cannot put on a good card to his partner's lead, admitting you have no good game of your own to play, then return the lead upon the adversary; which gives your partner the tenace in that suit, and often obliges the adversary to change suits, and consequently gives the tenace in that new suit also.

11. If you have ace, king, and four small trumps, begin with a small one; because it is an equal wager that your partner has a better trump than the last player: If so, you have three rounds of trumps; or else you cannot fetch out all.

12. If ace, king, knave, and three small trumps, begin with the king, and then play the ace, (except one of the adversaries refuses trumps) because the odds are in your favour that the queen falls.

13. If either king, queen, and four small trumps, or queen, knave, and four small trumps, begin with a small one, because the odds are on your side that your partner has an honour.

14. If king, queen, ten, and three small trumps, begin with the king, because you have a fair chance that the knave falls in the second round, or you may finesse your ten upon the return from your partner.

Refers to cases 1, 2, 3, in pages 16, 17.

15. If queen, knave, nine, and three small trumps, begin with the queen, because you have a fair chance that the ten falls in the second round, or you may wait to finesse the nine.

Refers to cases 1, 2, 3, in pages 16, 17.

16. If knave, ten, and four small trumps, begin with a small one. See in No. 13.

17. If knave, ten, eight, and three small trumps, begin with the knave, in order to prevent the nine from making a trick; and the odds are in your favour that the other three honours fall in two rounds.

18. If six trumps of a lower denomination, begin with the lowest, unless you should have ten, nine, and eight, and an honour turns up against you; in that case, if you are to play through the honour, begin with the ten, which obliges the adversary either to play his honour to disadvantage, or leave it in your partner's option, whether he will pass it or not.

19. If ace, king, and three small trumps, begin with a small one. See in No. 13.

20. If ace, king, and knave, and two small trumps, begin with the king, which, next to a certainty, informs your partner that you have ace and knave remaining; and by putting the lead into your partner's hand, he plays you a trump; upon which finesse the knave, and no ill consequence can arise, except the queen lies behind you single.

Refers to cases 1, 2, 3, in pages 16, 17.

21. If king, queen, and three small trumps, begin with a small one. See in No. 13.

22. If king, queen, ten, and two small trumps, begin with the king. See in No. 20.

23. If the queen, knave, and three small trumps, begin with a small one. See in No. 13.

24. If queen, knave, nine, and two small trumps, begin with the queen. See in No. 15.

25. If knave, ten, and three small trumps, begin with a small one. See in No. 13.

26. If knave, ten, eight, and two small trumps, begin with the knave, because in two rounds probably the nine falls; or, upon the return of trumps from your partner, you may finesse the eight.

27. If five trumps of a lower denomination, begin with the lowest, unless you have a sequence of ten, nine, and eight; in that case begin with the highest.

28. If ace, king, and two small trumps, begin with a small one. See in No. 13.

29. If ace, king, knave, and one small trump, begin with the king. See in No. 20.

30. If king, queen, and two small trumps, begin with a small one. See in No. 13.

31. If king, queen, ten, and one small trump, begin with the king, and wait the return of trumps from your partner, when finesse the ten, in order to win the knave.

32. If queen, knave, nine, and one small trump, begin with the queen, in order to prevent the ten from making a trick.

33. If knave, ten, and two small trumps, begin with a small one. See in No. 13.

34. If knave, ten, eight, and one small trump, begin with the knave, to prevent the nine from making a trick.

35. If ten, nine, eight, and one small trump, begin with the ten, which leaves it in your partner's discretion whether he will pass it or not.

36. If ten, and three small trumps, begin with a small one.

SOME PARTICULAR RULES.

1. If you have ace, king, and four small trumps, with a good suit, play three rounds of trumps, otherwise your strong suit may be trumped.

2. If king, queen, and four small trumps, with a good suit, trump out with the king, because when you have the lead again, you will have three rounds of trumps.

3. If king, queen, ten, and three small trumps, with a good suit, lead the king, in expectation of the knave falling at the second round; and do not wait to finesse the ten, for fear your strong suit should be trumped.

4. If queen, knave, and three small trumps, with a good suit, trump out with a small one.

5. If queen, knave, nine, and two small trumps, with a good suit, lead the queen, in expectation of the ten falling at the second round; and do not wait to finesse the nine, for the reason assigned above in case 3.

6. If knave, ten, and three small trumps, with a good suit, trump out with a small one.

7. If knave, ten, eight, and two small trumps, with a good suit, trump out with the knave, in expectation of the nine falling at the second round.

8. If ten, nine, eight, and one small trump, with a good suit, play the ten.

PARTICULAR GAMES.

1. SUPPOSE you are elder hand, and your game to consist of king, queen, and knave of one suit; ace, king, queen, and two small cards of another; king and queen of the third suit, and three small

trumps. Begin with the ace of your best suit, which informs your partner that you have the command of it; then do not proceed with the king of the same suit, but play a trump next; and if your partner has no strength in trumps, and that your adversary plays to your weak suit, viz. the king and queen only, in that case, lead the king of the best suit: and if you observe a probability of either adversary being likely to trump that suit, play the king of the suit of which you have king, queen, and knave. If it should so happen that your adversaries do not play to your weakest suit, though apparently your partner cannot help you in trumps, then trump out as often as the lead comes into your hand; by which means, supposing your partner to have but two trumps, and that your adversaries have four each, by three rounds, there remain only two against you.

II. ELDER HAND.

Suppose you have ace, king, queen, and one small trump, with a sequence from the king of five in another suit, with four other cards of no value. Begin with the queen of trumps, and pursue the lead with the ace, which demonstrates that you have the king: and as it would be bad play to follow trumps the third round, till you have first gained the command of your great suit, by stopping thus, it likewise informs your partner that you have the king, and one trump only remaining; because if you had ace, king, queen, and two trumps more, and trumps went round twice, you could receive no damage by playing the king the third round. When you lead sequence, begin with the lowest, that if your partner has the ace he may play it, which makes

room for your suit. And since you have let your partner into the state of your game, as soon as he has the lead, if he has a trump or two remaining, he will play trumps to you, with a moral certainty that your king clears your adversaries' hands.

III. SECOND PLAYER.

Suppose you have ace, king, and two small trumps, with a quint-major of another suit; in the third suit you have three small cards, and in the fourth suit one. Your adversary on your right hand begins with playing the ace of your weak suit, and then the king: in that case throw away a losing card; and if he proceeds to play the queen, throw away another losing card; and do the like the fourth time, in hopes your partner may trump it, who will in that case either play a trump, or to your strong suit. If trumps are played, go on with them two rounds, and then play your strong suit; by which means, if there happens to be four trumps in one of your adversaries' hands, and two in the other, which is nearly the case, your partner being entitled to have three trumps out of the nine; your strong suit forces their best trumps, and you have a probability of making the odd trick in your own hand only; whereas if you had trumped one of your adversaries' best cards, you had so weakened your hand as probably not to have made more than five tricks.

4. Suppose you have ace, queen, and three small trumps; ace, queen, ten, and nine of another suit; with two small cards of each of the others: your partner leads to your ace, queen, ten, and nine; and as this game requires rather to deceive your adversaries, than to inform your

partner, put on the nine, which naturally induces the adversary to play trumps, if he wins that card. As soon as trumps are played to you, return them to your adversary, keeping the command in your own hand. If your adversary, who led trumps to you, puts up a trump which your partner cannot win, and if he has no good suit of his own, he will return your partner's lead, imagining that suit lies between his partner and yours: if this finesse succeeds, you will be a great gainer by it, but scarcely possible to be a loser.

5. Suppose you have ace, king, and three small trumps, with a quart from a king, and two small cards of another suit, and one small card to each of the other suits; your adversary leads a suit of which your partner has a quart-major: your partner puts on the knave, and then proceeds to play the ace: you refuse to that suit by playing your loose card; when your partner plays the king, your right hand adversary trumps it, suppose with the knave or ten, do not overtrump him, which may probably lose you two or three tricks by weakening your hand: but if he leads to the suit of which you have none, trump that, and then play the lowest of your sequence, in order to get the ace either out of your partner's or adversary's hand; which accomplished, as soon as you get the lead, play two rounds of trumps, and then your strong suit. Instead of your adversary playing to your weak suit, if he should play trumps, do you go on with them two rounds, and then proceed to get the command of your strong suit.

CERTAIN OBSERVATIONS, WHEREBY YOU ARE ASSURED THAT YOUR PARTNER HAS NO MORE OF THE SUIT PLAYED EITHER BY YOURSELF OR HIM.

1. Suppose you lead from queen, ten, nine, and two small cards of any suit, the second hand puts on the knave, your partner plays the eight: you holding queen, ten, and nine, it is a demonstration, that he can have no more of that suit. Therefore play your game accordingly, either by forcing him to trump that suit, if you are strong in trumps, or by playing some other suit.

2. Suppose you have king, queen, and ten of a suit, and you lead your king, your partner plays the knave, this demonstrates he has no more of that suit.

3. Suppose you have king, queen, and many more of a suit, and begin with the king, in some cases it is good play in a partner, when he has the ace, and one small card in that suit only, to win his partner's king; for suppose he is very strong in trumps, by taking his partner's king, he trumps out, and after clearing the board of trumps, returns his partner's lead; and having parted with the ace, has made room for his partner to make that whole suit, which possibly could not have been done if he had kept the command in his own hand. And supposing your partner has no other good card besides that suit, nothing is lost by the ace taking the king; but if you have a good card to bring in that suit, you gain all the tricks made in the same, by this method of play. And as your partner has taken your king with the ace, and trumps out upon it, you have reason

to judge he has one of that suit to return ; therefore do not throw away any of that suit, even to keep a king or queen guarded.

PARTICULAR GAMES, BOTH TO ENDEAVOUR TO DECEIVE AND DISTRESS YOUR ADVERSARIES, AND TO DEMONSTRATE YOUR GAME TO YOUR PARTNER.

1. SUPPOSE I play the ace of a suit of which I have ace, king, and three small ones; the last player does not choose to trump, having none of the suit; if I am not strong enough in trumps, I must not play out the king, but keep the command of that suit in my hand by playing a small one, in order to weaken his game.

2. If a suit is led, of which I have none, and a moral certainty that my partner has not the best of that suit, in order to deceive the adversary, I throw away my strong suit; but to clear up doubts to my partner when he has the lead, I throw away my weak suit. This method of play will generally succeed, unless against very good players; and even with them, you will oftener gain than lose.

PARTICULAR GAMES TO BE PLAYED, BY WHICH YOU RUN THE RISK OF LOSING ONE TRICK ONLY TO GAIN THREE.

1. SUPPOSE clubs to be trumps, and a heart played by your adversary; your partner having none of that suit, throws away a spade; you then judge his hand is composed of trumps and diamonds; and you winning that trick; and being too weak in trumps, dare not force him; and suppose you shall have king, knave, and one small diamond;

and further, your partner to have queen, and five diamonds; in that case, by throwing out your king in your first lead, and your knave in your second, your partner and you may win five tricks in that suit; whereas if you had led a small diamond, and your partner's queen having been won with the ace, the king and knave remaining in your hand obstruct the suit: and though he may have the long trump, yet by playing a small diamond, and his long trump having been forced out of his hand, you lose by this method three tricks in that deal.

2. Suppose, in the like case of the former, you should have queen, ten, and one small card in your partner's strong suit; which is to be discovered by the former example; and that your partner has knave and five small cards in his strong suit; you having the lead are to play your queen, and when you play again, your ten; and suppose him to have the long trump, by this method he makes four tricks in that suit; but should you play a small card in that suit, his knave being gone, and the queen remaining in your hand in the second round, and the long trump forced out of his hand, the queen remaining in yours obstructs the suit, by which method of play you lose three tricks in that deal.

3. In the former examples you have been supposed to have had the lead, and an opportunity of throwing out the best cards in your hand of your partner's strong suit, in order to make room for the whole suit: now suppose your partner is to lead, and in the course of play, it appears to you that your partner has one great suit; for instance, ace, king, and four small ones, and that you have queen, ten, nine, and a very small one of that suit; when your partner plays the ace, you are

to play the nine; when he plays the king, you are to play the ten; by which means in the third round, you make your queen, and having a small one remaining, do not obstruct your partner's great suit; whereas if you had kept your queen and ten, and the knave had fallen from the adversaries, you had lost two tricks in that deal.

4. Suppose, you find your partner has one great suit, and that you have king, ten, and a small one of the same; your partner leads the ace; in that case play your ten, and in the second round the king: this prevents a possibility of obstructing your partner's great suit.

5. Suppose your partner has ace, king, and four small cards in his great suit, and that you have queen, ten, and a small card, in the same; when he plays his ace, do you play the ten, and when he plays his king, you play the queen; by which method you only risk one trick to get four.

6. Now suppose you have five cards of your partner's strong suit; viz. queen, ten, nine, eight, and a small one; and that your partner has ace, king, and four small ones; when your partner plays the ace do you play the eight; when he plays the king, do you play the nine; and in the third round, nobody having any of that suit, except your partner and yourself, proceed then to play the queen, and next the ten; and having a small one remaining, and your partner two, you thereby gain a trick.

PARTICULAR GAMES TO BE PLAYED WHEN EITHER OF YOUR ADVERSARIES TURNS UP AN HONOUR.

1. SUPPOSE the knave is turned up on your right-hand, and that you have king, queen, and ten; in

order to win the knave, begin with your king; by which method, your partner may suppose you have queen and ten remaining, especially if you have a second lead, and do not proceed to your queen.

2. The knave being turned up as before, and that you have ace, queen, and ten, by playing your queen, it answers the like purpose of the former rule.

3. If the queen is turned up on your right-hand, and that you have ace, king, and knave, by playing your king it answers the like purpose.

4. Suppose an honour is turned up on your left-hand, and you hold none, in that case lead through that honour; but if you should hold one (except the ace) you must be cautious how you play trumps, because in case your partner holds no honour, your adversary will return your own game upon you.

EXAMPLE.

A CASE TO DEMONSTRATE THE DANGER OF FORCING YOUR PARTNER.

SUPPOSE A and B partners, and that A has a quint-major in trumps, with a quint-major and three small cards of another suit, and has the lead; and suppose the adversaries C and D to have only five trumps in either hand; in this case, A having the lead, wins every trick.

On the contrary, suppose C has five small trumps, with a quint-major and three small cards of another suit, and that C has the lead, who forces A to trump first, by which means A wins only five tricks.

A CASE TO DEMONSTRATE THE ADVANTAGE BY A SAW.

SUPPOSE A and B partners, and that A has a quart-major in clubs, they being trumps, another quart-major in hearts, another quart-major in diamonds, and the ace of spades. And suppose the adversaries C and D to have the following cards; viz. C has four trumps, eight hearts, and one spade; D has five trumps and eight diamonds; C being to lead, plays an heart, D trumps it; D plays a diamond, C trumps it; and thus pursuing the saw, each partner trumps a quart-major of A's, and C being to play at the ninth trick, plays a spade, which D trumps; thus C and D have won the nine first tricks, and leave A with his quart-major in trumps only.

Whenever you can establish a saw, it is your interest to embrace it.

VARIETY OF CASES, INTERMIXED WITH CALCULATIONS, DEMONSTRATING WHEN IT IS PROPER, AT SECOND HAND, TO PUT UP THE KING, QUEEN, KNAVE, OR TEN, WITH ONE SMALL CARD OF ANY SUIT, &c.

1. SUPPOSE you have four small trumps, and in the three other suits have one trick secure in each: suppose also your partner has no trump, then the remaining nine trumps must be divided between your adversaries; perhaps five in one hand, and four in the other; as often as you have the lead, play trumps: and should you have four leads, in that case, your adversaries make only five tricks out of nine trumps; whereas if you had suffered them to make their trumps single, they might possibly have made nine.

This example shews the necessity of taking out two trumps for one upon most occasions.

There is an exception to the foregoing rule; if you find that your adversaries are very strong in any particular suit, and that your partner can give you no assistance in the same, in such a case examine your own, and also your adversaries' scores; because by keeping one trump in your hand to trump such suit, it may be either a means to save or win a game.

2. Suppose you have ace, queen, and two small cards of any suit; your right-hand adversary leads that; in such case, do not put on your queen, because it is equal that your partner has a better card than the third hand; if so, you have the command of that suit.

An exception to the foregoing rule is, in case you want the lead, then play your queen.

3. Never lead from king, knave, and one small card, because it is 2 to 1 that your partner has not the ace, and also 32 to 25, or about 5 to 4, that he has ace or queen; and therefore, as you have only about 5 to 4 in your favour, and must have four cards in some other suit, suppose the ten to be the highest, lead that suit, because it is an equal wager that your partner has a better card than the last player; and if the ace of the first-mentioned suit lies behind you, which is also equal, in case your partner has it not; in this case, on your adversaries leading this suit, you probably make two tricks.

4. Suppose in the course of play it appears that your partner and you have four or five trumps remaining, when your adversaries have none, and that you have no winning card, but have reason to judge that your partner has a thirteenth or some other winning card in his hand; in that case

play a small trump, to give him the lead, in order to throw away any losing card in your hand, upon such thirteenth or other good card.

SOME DIRECTIONS FOR PUTTING UP AT SECOND HAND, KING, QUEEN, KNAVE, OR TEN OF ANY SUIT, &c.

1. SUPPOSE you have the king, and one small card of any suit, and that your right-hand adversary plays that suit; if he is a good player, do not put on the king, unless you want the lead, because a good player seldom leads from a suit of which he has the ace, but keeps it to bring in his strong suit after the trumps are out.

2. Suppose you have a queen, and one small card, of any suit, and that your right-hand adversary leads the same; do not put on the queen, because if the adversary has led from ace and knave, in that case, upon the return, your adversary finesses the knave, which is generally good play, especially if his partner has played the king; you thereby make your queen; but by putting on the queen, it shows your adversary that you have no strength in that, and consequently puts him upon finessing upon your partner throughout the whole suit.

3. Likewise observe, in case you should have the knave or ten with a small card of any suit, it is generally bad play to put up either of them at second hand, because it is 5 to 2 that the third hand has either ace, king, or queen of the suit led; therefore as the odds against you are five to two, though you should succeed sometimes by this method, yet in the main you must be a loser; because it demonstrates to your adversaries, that

- you are weak, and consequently they finesse upon your partner throughout that whole suit.

4. Suppose you have ace, king, and three small cards of any suit that your right-hand adversary leads; upon which you play your ace, and your partner the knave. In case you are strong in trumps, return a small one in that suit, in order to let your partner trump: thereby you keep the command in your own hand, and at the same time give your partner an intimation that you are strong in trumps; therefore, he may play his game accordingly, either in attempting to establish a saw, or by trumping out to you, if he has either strength in trumps, or the command of the other suits.

5. Suppose A and B's game is scored 6, the adversaries C and D 7, and that nine rounds are played out, of which A and B have won seven tricks, and no honours are reckoned in that deal; in this case A and B have won the odd trick, which puts their game upon an equality; and suppose A to have the lead, and has two of the smallest trumps remaining with two winning cards of other suits; and C and D have the two best trumps between them, with two other winning cards in their hands. It is 11 to 3 that C has not the two trumps; and likewise 11 to 3 that D has them not: the odds being so much in A's favour to win the whole stake, it is his interest to play a trump; for suppose the stake to be £ 70 depending, A and B win the whole, if he succeeds by this method; but, on the contrary, should he play the close game, by forcing C or D to trump first, he having won the odd trick already, and being sure of winning two more in his own hand, by this method his game will be scored 9 to 7, which is about 3 to 2, and therefore A and B's share of the

£70 will amount only to £42, and A only secures £7 profit; but in the other case, upon supposition that A and B have 11 to 3 of the stake depending, as aforesaid, A, by playing his trump, is entitled to £35 out of the £70 depending.

DIRECTIONS HOW TO PLAY WHEN AN ACE, KING, OR QUEEN, ARE TURNED UP ON YOUR RIGHT-HAND.

1. Suppose the ace is turned up on your right-hand, and that you have the ten and nine of trumps only, with ace, king, and queen of another suit, and eight cards of no value: begin with the ace of the suit of which you have the ace, king, and queen, which is an information to your partner that you have the command of it; then play the ten of trumps, because it is 5 to 2 that your partner has king, queen, or knave; and though it is about 7 to 2 that your partner has not two honours, yet, should he chance to have them, and they prove to be the king and knave, in that case, as he will pass your ten, and it is 13 to 12 against the last player holding the queen of trumps, upon supposition your partner has it not; then when your partner has the lead, he plays to your strong suit, and you upon having the lead, play the nine of trumps, which puts it in your partner's power to be almost certain of winning the queen if he lies behind it.

The foregoing case shews, how an ace turned up against you may be made less beneficial to your adversaries.

2. If the king or queen are turned up on your right-hand, the like method of play may be made use of; but always consider your partner's skill, because a good player will usually make a proper use of such play, but a bad one seldom.

3. Suppose your right-hand adversary leads the

king of trumps, and that you have the ace and four small trumps, with a good suit; in this case pass the king; and though he should besides have queen and knave of trumps, with one more, yet if a moderate player, he will play the small one, imagining that his partner has the ace: when he plays the small one, pass it also, because it is an equal chance that your partner has a better trump than the last player. If so, and a tolerable player, he will judge you have a good reason for this method, and consequently, if he has a third trump remaining, will play it; if not, he will play his best suit.

4. A Critical Case to win an Odd Trick.

Suppose A and B partners against C and D, and the game to be nine all, and every trump out, A being the last player, has the ace and four other small cards of a suit in his hand, and one thirteenth card remaining: B has only two small cards of A's suit; C has queen and two other small cards of that suit, D has king, knave, and one small card of the same. A and B have won three, C and D four tricks; therefore A is to win four tricks in order to obtain the game. C leads this suit, and D puts on the king; A gives him that trick, D returns that suit; A passes it, and C plays his queen; thus C and D have won six tricks, and C imagining the ace of that suit to be in his partner's hand, returns it; by which means A wins the four last tricks, and consequently the game.

5. Suppose you have the king and five small trumps, and your right-hand adversary plays the queen; in that case do not put on the king, because it is an equal chance that your partner has the ace; and suppose your adversary should have queen, knave, ten, and one small trump, it is also

an equal wager that the ace lies single, either in your adversary's hand or partner's; in either of which cases it is bad play to put on your king; but if the queen of trumps is led, and you have the king, with only two or three trumps, it is then best to put on the king, because it is good play to lead from the queen and one small trump only: and should your partner have the knave, and your left-hand adversary hold the ace, you neglecting to put on the king lose a trick.

THE TEN OR NINE BEING TURNED UP ON YOUR
RIGHT HAND.

1. SUPPOSE the ten turned up, and that you have king, knave, nine, and two small trumps, with eight other cards of no value, and that it is proper to lead trumps; in that case, begin with the knave, in order to prevent the ten from making a trick; and though it is but about 5 to 4 that your partner holds an honour, yet if that should fail, by finessing the nine on the return of trumps from your partner, you have the ten in your power.

2. The nine being turned up, and you have ten, eight, and two small trumps, by leading the ten, it answers the like purpose.

3. Make a wide difference between a lead of choice, and a forced lead of your partner's; because, in the first case, he is supposed to lead from his best suit, and finding you deficient in that, and not being strong enough in trumps, and not daring to force you, he then plays his next best suit; which demonstrates that he is weak in trumps; but should he persevere, by playing off his first lead, judge him strong in trumps, and play your game accordingly.

4. Nothing is more pernicious than to change often, because in every new suit you run the risk of giving your adversary the tenace; and, therefore, though you lead from a suit of which you have the queen, ten, and three small ones, and your partner puts on the nine only, in that case, if you should happen to be weak in trumps, and have no tolerable suit to lead from, it is best to pursue the lead of that suit by playing your queen, which leaves it in your partner's option whether he will trump or not, in case he has no more of that suit; but in your second lead, in case you should happen to have the queen or knave with one small card only of any other suit, it would be better to lead from your queen or knave, it being 5 to 2 that your partner has one honour at least in the same.

5. When you have ace, king, and one small card of any suit, with four trumps; if your right-hand adversary leads that suit, pass it, because it is an equal wager that your partner has a better card in the same than the third hand; if so, you gain a trick; if otherwise, as you have four trumps, you may not lose, because you probably will have the long trump.

CAUTIONS NOT TO PART WITH THE COMMAND OF YOUR ADVERSARY'S GREAT SUIT, &c.

1. In case you are weak in trumps, and it does not appear your partner is strong in them, be cautious how you part with the command of your adversary's great suit; for suppose your adversary plays the ace of a suit of which you have the king, queen, and one small card only, and upon

playing the same suit again you put on your queen, which makes it almost certain to your partner that you have the king, and your partner refuses to that suit, do not play the king, because if the leader of that suit, or his partner, has the long trump, you risk losing three tricks to get one.

2. Suppose your partner has ten cards remaining, and it appears to you that they consist of trumps and one suit only; and you should have king, ten, and one small card of his strong suit, with queen and two small trumps; in this case, judge he has five cards of each, and therefore you ought to play out the king of his strong suit; and if you win that trick, next throw out the queen of trumps; if that likewise comes home, proceed to play trumps: this method may be made use of at any score of the game, except at 4 and 9.

3. *The Trump turned up to be remembered.*

It is necessary that the trump turned up should be remembered, both by the dealer and his partner. The dealer should always so place that card, as to be certain; for suppose it to be only a five, and that the dealer has two more, viz. the six and nine, if his partner trumps out with ace and king, he ought to play his six and nine; because supposing your partner had ace, king, and four small trumps, by knowing you have the five remaining, you may win many tricks.

4. Your right-hand adversary leads a suit of which you have the ten and two small ones; the third hand puts on the knave, your partner wins it with the king; when your adversary leads that suit again, and plays a small one, put on your ten, because it may save your partner's ace, upon supposition that your right-hand adversary led from the queen.

5. Suppose you have the best trump, and the

adversary A has one trump only remaining, and that it appears your adversary B has a great suit; in this case, though you permit A to make his trump, yet by keeping the trump in your hand, you prevent B from making his great suit; whereas, if you had taken out A's trump, it had made only one trick difference; but by this method you probably save three or four tricks.

VI. The following Case happens frequently.

That you have two trumps remaining when your adversaries have only one, and it appears your partner has one great suit; in this case always play a trump, because by removing the trump out of your adversary's hand, there can be no obstruction to your partner's suit.

7. Suppose you have three trumps when no one else has any, and have only four cards of any certain suit remaining; in this case play a trump, which shews your partner that you have all, and also gives a fair chance for one of your adversaries to throw away one card of the aforesaid suit; by which means, supposing that suit to have been once led, and one thrown away, makes five, four remaining in your hand makes nine, there being only four remaining between three hands, and your partner having an equal chance to hold a better card in that suit than the last player, it therefore follows that you have an equal chance to make three tricks, which probably could not otherwise have been done.

8. Suppose you have five trumps, and six small cards of any suit, and are to lead; then lead from that of which you have six, because, as you are deficient in two suits, your adversary will probably trump out, which is playing your own game; whereas, had you begun with playing trumps, they would force you, and consequently destroy your game.

PLAYING SEQUENCES FURTHER EXPLAINED.

1. In trumps play the highest, unless you have ace, king, and queen; then play the lowest, in order to let your partner into the state of your game.

2. In suits not trumps, if you have sequence o. king, queen, and knave, and two small ones; whether you are strong in trumps or not, it is best to begin with the knave, because, by getting the ace out of any hand, you make room for the whole suit.

3. In case you are strong in trumps, supposing you have sequence of queen, knave, ten; or knave, ten, nine, and two small cards of any suit; play the highest of the sequence, because, if either of the adversaries should trump that suit in the second round, you, by being strong, may fetch out their trumps, and make the remainder of that suit.

4. If you have a sequence of king, queen, knave, and one small card of any suit, whether you are strong in trumps or otherwise, play your king, and do the like by any inferior sequences, if you have only four of that suit in number.

5. But if you are weak in trumps, always begin with the lowest of the sequence, in case you have five in number; for, suppose your partner to have the ace of that suit, he then makes it; and if you have the ace and four small cards of any suit, and are weak in trumps, and led from that suit, play the ace; and if you are very strong in trumps, you may play your game as backward as you please; but if you are weak in trumps, you must play the reverse.

6. Being strong or weak in trumps means, if you

have ace, king; or king, queen; or queen, knave; or queen, ten; or knave, ten, and three small trumps. Queen, or knave, and four small trumps.

In any of the aforesaid cases, you may be understood to be very strong in trumps, and therefore play by the foregoing rules, being morally assured of having the command.

If you have two or three small trumps only, you are weak in them.

7. Either ace, king, queen, or knave, and three small trumps, entitles you to force your partner at any point of the game.

8. If, by accident, either you or the adversaries have forced your partner (though you are weak in trumps) if he has had the lead, and does not trump out, force him as often as the lead comes into your hand, unless you have good suits of your own to play.

9. If you have only two or three small trumps, and your right hand adversary leads a suit of which you have none, trump it, which is an information to your partner that you are weak in trumps.

10. Suppose you have ace, knave, and one small trump, and your partner, trumps to you from the king and three small ones, and suppose your right-hand adversary has three trumps, and your left-hand adversary the like number; in this case, by finessing your knave, and playing your ace, if the queen is on your right-hand, you win a trick; but if the queen is on your left-hand, and you should play the ace, and then return the knave, admitting your left-hand adversary puts on the queen, which he ought to do, it is above 2 to 1 that one of the adversaries has the ten, and consequently you gain no tricks.

11. If your partner has led from the ace, and you have king, knave, and one small trump, by putting on your knave, and returning the king, it answers exactly the same purpose of the former rule.

In other suits practise the like method.

12. If you are strong in trumps, and have king, queen, and two or three small cards in any other suit, lead a small one, it being 5 to 4 that your partner has an honour in that suit, but if you are weak in trumps, begin with the king.

13. If your right-hand adversary leads a suit of which you have king, queen, and two or three small cards, you, being strong in trumps, may pass it, because it is an equal wager that your partner has a better card than the third hand; if not, by your strength in trumps, you need not fear making that suit.

14. If your right-hand adversary leads a suit of which you have king, queen, and one small card, whether in trumps or not, play the queen: also, if you have queen, knave, and one small card, put on the knave: and if you have knave, ten, and one small card, the ten: by putting up with the second best, your partner expects you have a better card or cards in the same suit: and by the calculations annexed to this treatise, may judge what are the odds for or against him.

15. When you have ace, king, and two small cards in any suit, being strong in trumps; if your right-hand adversary leads that suit, you may pass it as directed in rule 13.

16. If you have the ace, nine, eight, and one small trump, and your partner leads the ten; pass it, because, unless the three honours lie behind you, you are sure of making two tricks; do the like, if you have the king, nine, eight, and

one small trump; or the queen, nine, eight, and one small trump.

17. If your right hand adversary leads from a suit of which you have ace, king, and queen, or ace, king, and knave, put on the ace; because that encourages the adversaries to play the suit again; and though you deceive your partner by this method, you also deceive your adversaries, which is of greater consequence; because if you had put on the lowest of the tierce-major, or the knave, your right-hand adversary had discovered that the strength of that suit was against him, and consequently would have changed suits.

18. Suppose you have ace, ten, and one small card, in any suit; also the ace, nine, and one small card of another, lead from the last suit; it being an equal wager that your partner has a better card in that suit than the last player; or suppose that your right hand adversary leads from the king or queen of the suit of which you have the ace, ten, and one small card; in that case it is an equal chance that your partner has a better than the third hand; if that happens to be the case, upon the return of the suit, you lie tenace, and consequently may win three tricks.

19. *A Case to demonstrate the Tenace.*

Suppose A and B play at two handed whist, and A to have the ace, queen, ten, eight, six, and four of clubs, which, in case B always leads, are six sure tricks. Let us suppose he has the same hand in spades, which, in case B always leads, are six more sure tricks. We imagine B has the remainder of these two suits.

Suppose B to have the same hand in hearts and diamonds as A has in spades and clubs, and that A has the remainder of the hearts and dia-

monds, which, in case A always leads, are twelve sure tricks to B.

The foregoing case shews that both hands are exactly equal; and therefore let one of them name his trumps, and lead, he wins thirteen tricks only. But if one names the trumps, and the other leads, he that names the trumps ought to win fourteen tricks.

He who would play whist to perfection, must not be content only with being a master of the calculations contained in this treatise, and also an exact judge of all the general and particular cases in the same; but be a very punctual observer of such cards as are thrown away, both by his partner and adversaries.

ADDITIONAL CASES.

1. WHEN it appears that the adversaries have three or four trumps remaining, and that neither you nor partner have any, never attempt to force one hand to trump, and to let the other throw away a losing card, but endeavour to find out a strong suit in your partner's hand in case you have none in your own; by which means you prevent them from making their trumps separate.

2. Suppose A and B are partners against C and D, and nine rounds played; and also that eight trumps are out; and further suppose A has one trump only, and his partner B to have the ace and queen, and the adversaries C and D to have the king and knave of trumps between them. A leads his small trump, C plays the knave. B should play his ace of trumps upon the knave; because D having four cards remaining, and C

only three, it is 4 to 3 in B's favour, that the king is in D's hand: reduce the number of four cards to three, the odds then are 3 to 2: and reduce the number of three cards in a hand to two, the odds then are 2 to 1 in favour of B's winning another trick, by putting on his ace of trumps. By the like rule play all the other suits.

3. Suppose you have the thirteenth trump, and also the thirteenth card of any other suit, and one losing card; play the losing card, because if you play the thirteenth card first, the adversaries, knowing you to have one trump remaining, may not pass your losing card, and therefore you play 2 to 1 against yourself.

4. Suppose you have the ace, king, and three small cards, in any suit not played, and that it appears your partner has the last trump remaining; lead a small card in that suit, because it is an equal chance your partner has a better card in it than the last player; if so, and there are only three cards in that suit in any one hand, you win five tricks; whereas, if you play the ace and king, it is 2 to 1 that your partner does not hold the queen, and consequently you win only two tricks. This method may be taken in case all the trumps are played out, provided you have good cards in other suits to bring in this, and observe you reduce the odds of 2 to 1 against you to an equal chance by this method, and probably gain three tricks by it.

5. If you wish to have trumps played by the adversaries, and your partner has led a suit of which you have the ace, knave, ten, nine, and eight, or the king, knave, ten, nine, and eight, play the eight; which probably induces the adversary, if he wins that card, to play trumps.

6. Suppose you holding a quart-major in any

suit, with one or two more of the same, desire to inform your partner you have the command; in that case throw away the ace upon any suit of which you have none, because the odds are that neither of the adversaries have more than three in that suit: take the like method if you have a quart to a king; the ace being out, throw away the king; also, if you have a quart to a queen, the ace and king being played, throw away your queen; all which lets your partner into the state of your game; and play by the like rule in all inferior sequences, having the best of them in your hand.

7. Moderate players, in case the king is turned up on the left, and they have the queen and one small trump only, often play out the queen, in hopes their partner may win the king if put on; not considering that it is about 2 to 1 that their partner has not the ace, and admitting he has, they play two honours against one, and consequently weaken their game. The necessity only of playing trumps should induce them to this.

8. *A Case which frequently happens.*

A and B are partners against C and D, and all the trumps played out except one, which C or D has; A has three or four winning cards of a suit already played, with an ace and one small card of another: A's best play is to throw away one of his winning cards; because, if his right-hand adversary plays to his ace suit, he has it in his power to pass it, and his partner B has an equal chance to have a better card in that suit than the third hand; if so, and B has any forcing card, or one of his partner's suit to play to, in order to force out the last trump, A's ace remaining in his hand, brings in his winning cards; whereas, if A had thrown away the small card to his ace-suit,

and that his right-hand adversary had led that suit, he had been obliged to put on his ace, and consequently had lost some tricks by that method.

9. Suppose ten cards played out, and it appears probable that your left-hand adversary has three trumps remaining, viz. the best and two small ones; and you have two trumps only, and your partner none; and your right hand adversary plays a thirteenth or some other winning card, in that case pass it, by which you gain a trick, because the left-hand adversary must trump.

10. To inform your partner of the state of your game, suppose you have a quart-major in trumps, (or any other four best trumps) if you are obliged to trump, play the highest of any four best trumps, and then play the lowest, which clears up your game, and may be the means of winning many tricks: practise the like in all other suits.

11. If your partner calls at the point of 8 before his time, trump to him, whether you are strong or not; because, as he calls before he is obliged, it is a declaration of being strong in trumps.

12. Suppose your right-hand adversary turns up the queen of clubs; and when he has the lead plays the knave; and also that you have the ace, ten, and one club more, or the king, ten, and one small card; when he leads his knave, do not win it, because it is an equal wager, you not having the king or ace, that your partner has it, and consequently you may gain a trick by passing the knave, which cannot be done if you either put on your king or ace of clubs.

13. *A Case for a Slam.* Suppose A and B partners against C and D; and C deals; A has king, knave, nine, and seven of clubs, being trumps; a

quart-major in diamonds, a tierce-major in hearts, and the ace and king of spades. B has nine diamonds, two spades, and two hearts. Also D to have the ace, queen, ten, and eight of trumps, with nine spades. And let C have five trumps and eight hearts. A leads a trump, which D is to win, and D plays a spade, which C is to trump: C leads a trump, which his partner D wins; when D leads a spade, which C is to trump; and C plays a trump, which D is to win; and D having the best trump, is to play it; which done, D having seven spades in his hand, wins them, and consequently slams A and B.

14. If your partner leads the king, and you have none of that suit, pass it, by throwing away a losing card, (unless your right-hand adversary has put on the ace.)

15. Suppose your partner leads the queen, and your right hand adversary wins it with the ace, and returns that suit; in case you have none of it, do not trump, but throw away a losing card, which makes room for your partner's suit. Except you play for an odd trick, and are very weak in trumps.

16. Suppose you have the ace, king, and one small card, and your left-hand adversary leads that suit, and suppose you have four small trumps, and no suit of consequence to lead from; and your right-hand adversary should put on the nine, or any lower card; in this case win it with the ace, and by playing the small card of that suit return the lead upon the adversary; who will have reason to judge that the king lies behind him, and consequently will not play his queen if he has it; you have a fair probability of winning a trick by this method, at the same time letting your partner into the state of your game.

17. If your partner forces you to trump a card early in the deal, you are to suppose him strong in trumps, except at the points of 4 or 9; and, therefore, if you are strong in trumps, play them.

18. Suppose you call at the point of 8, and your partner has no honour: and you should have the king, queen, and ten; the king, knave, and ten; or the queen, knave, and ten of trumps; when trumps are played, always put on the ten, which demonstrates to your partner that you have two honours remaining.

19. Suppose your right-hand adversary calls at the point of 8, and his partner has no honour; and you should have the king, nine, and one small trump, or the queen, nine, and two small trumps; when trumps are led by your partner, put on the nine, because it is about 2 to 1 that the ten is not behind you.

20. If you lead a suit of which you have the ace, king, and two or three more, when you play the ace, if your partner plays the ten or knave, and you should have one single card of any other suit, and two or three small trumps only; in this case lead the single card, to establish a saw; for your partner has an equal chance to have a better card in that suit than the last player; whereas, had he led that to you, which probably was his strong suit, the adversaries would discover your attempt to establish a saw, and trump out.

21. Suppose you have the ace and deuce of trumps, and strong in the three other suits; if you are to lead, play the ace, and next your deuce, in order to put the lead into your partner's hand, to take out two trumps for one; also suppose the last player wins that trick, and that he leads a suit of which you have the ace, king,

and two or three more, pass it, because it is an equal wager that your partner has a better card in that suit than the third hand; if so, he will then have an opportunity of taking out two trumps to one; when the lead comes into your hand, endeavour to force out one of the two trumps remaining, supposing eleven are played out, and the odds are that your partner has one of the two remaining.

22. Suppose ten rounds are played, and you have the king, ten, and one small card of any suit, which has never been led; and have won six tricks, and your partner leads from that suit, and that there is neither a trump or thirteenth card in any hand; in this case, unless your right-hand adversary puts on so high a card as obliges you to play the king, do not put it on, because upon the return of that suit you make your king, and consequently the odd trick, which makes two difference; if there happens to be only nine cards played out, in the like circumstance, play by the same rule. This method is always to be taken, unless gaining two tricks gives you a chance either to save your lurch or to win or save the game.

23. Suppose A and B partners against C and D, and B holds the two last trumps, also the queen, knave, and nine of another suit; and suppose A has neither the ace, king, or ten of that suit, but is to lead. B should play the nine, because it is only 5 to 4 against him that his left-hand adversary holds the ten; and if he plays either the queen or knave, it is about 3 to 1 the ace or king is in his left-hand adversary's hands, and consequently he reduces the odds of 3 to 1 against him, to 5 to 4 only.

24. Vary the foregoing, and put the king,

knave, and nine of a suit into B's hand, supposing that A has neither ace, queen, or ten; when A leads that suit, it is equal whether B plays his king, knave, or nine.

25. Suppose you have ace, king, and three or four small cards of a suit not played, and it appears your partner has the last trump; in this case, if you are to lead, play a small card in that suit, it being an equal wager that your partner has a better than the last player; if so, 'tis probable you make five or six tricks in that suit; but if you play out ace and king, it is 2 to 1 that your partner has not the queen, and consequently that you make only two tricks, by which you risk the losing of three or four tricks to secure one only.

26. If your partner leads ace of a suit in which he has the ace, queen, knave, and more, and then plays his queen; in case you have the king and two small cards in that suit, win his queen with the king; and suppose you are strong in trumps, by clearing the board of them, and having a small card of your partner's great suit, you consequently gain many tricks.

HOW TO PLAY FOR AN ODD TRICK.

1. SUPPOSE you are elder hand, and have the ace, king, and three small trumps, with four small cards of another, three small cards of the third, and one small card of the fourth suit; lead the single card, which, if won by the last player, puts him upon playing trumps, or to your weak suit; in which case you gain the tenace.

2. Suppose your partner is to lead, and plays the ace of the suit of which you have only one,

and proceeds to play the king of the same, and that your right-hand adversary trumps it with the queen, knave, or ten; do not overtrump him, but throw away a small card of your weakest suit; because it makes your partner the last player, and gives him the tenace in your weak suits.

UPON SUPPOSITION YOU WANT FOUR OR FIVE POINTS, AND ARE ELDER HAND.

1. Play a small trump, and if your partner has a better trump than the last player, and returns the lead, put on the king, and then proceed to play the suit of which you have four in number.

These examples attended to, on all parts of the game, are of great consequence to the player; because when he has no good suit to lead, his partner being the last player gains the tenace in his weak suits.

2. A and B are partners against C and D, twelve trumps are played out, and seven cards only remain in each hand, of which A has the last trump, and also the ace, king, and four small cards of a suit. A ought to play a small card of that suit, because it is an equal wager that his partner has a better card in it than the last player; and in this case, if four cards of that suit should happen to be in either of the adversaries hands, he will be able to make five tricks, when, if he played off his ace and king, he had made only two. If neither of the adversaries have more than three cards in that suit, A has an equal chance to win the six tricks in it.

3. Suppose A and B are partners against C and D, and that eight trumps are played out, and that A has four of those remaining, C having the best

trump, and to lead, C ought not to play his trump to take out one of A's, because he would leave three trumps in A's hand; but in case A's partner has any great suit to make, C, keeping the trump in his own hand, can prevent him from making that suit by trumping it.

4. *A case of Curiosity.*

Suppose three hands of cards, containing three cards in each hand; let A name the trumps, and let B chuse which hand he pleases, A having his choice of either of the other two hands, wins two tricks.

Clubs are to be trumps.

First hand, ace, king, and six of hearts.

Second hand, queen, and ten of hearts, and ten of trumps.

Third hand, nine of hearts, and two and three of trumps.

The first hand wins of the second. The second of the third. And the third of the first.

THE LAWS OF WHIST.

OF DEALING.

1. If a card is turned up in dealing, the adverse party may call a new deal; but if either of them have been the cause of turning up such card, in that case the dealer has his option.

2. If a card is faced in the deal, there must be a new deal, unless it is the last card.

3. Every person ought to see that he has thirteen cards dealt; therefore, if any one should

happen to have only twelve, and does not find it out till several tricks are played, and the rest of the players have their right number, the deal stands good; and also the person who plays with twelve cards is to be punished for each revoke he has made; but if any of the players should happen to have fourteen cards, in that case the deal is lost.

4. The dealer ought to leave in view upon the table his trump card, till it is his turn to play; and after he has mixed it with his other cards, nobody is entitled to demand what card is turned up, but may ask what is trumps, whereby the dealer cannot name a wrong card, which otherwise he might have done.

5. None of the players ought to take up or look at their cards, while any person is dealing; and if the dealer should happen to miss deal, in that case he shall deal again, unless it arises from his partner's fault; and if a card is turned up in dealing, no new deal shall be called, unless the partner has been the cause of it.

6. If the dealer, instead of turning up the trump, puts the trump card upon the rest of his cards, with the face downward, he is to lose deal.

OF PLAYING OUT OF TURN.

7. If any person plays out of his turn, the card so played may be called at any time in that deal, provided it does not cause a revoke; or either of the adversaries may require of the person who ought to have led, to play the suit the said adversary may chuse.

8. A and B are partners against C and D; A plays the ten of a suit, the adversary C plays the knave of the same, B plays a small card of the

same, but before D plays, his partner C leads another card, the penalty shall be in the option of A or B to oblige D to win the trick if he can.

9. A and B are partners against C and D ; A leads a club, his partner B plays before the adversary C ; in this case D has a right to play before his partner C, because B played out of his turn.

10. If any card is led, and the last player plays out of his turn, whether his partner has any of the suit led or not, provided he is not made to revoke, he is neither entitled to trump it, nor to win the trick.

OF REVOKING.

11. If a revoke happens to be made, the adversaries may add 3 to their own score, or take three tricks from the revoking party, or take down 3 from their score ; and the revoking party, provided they are up, notwithstanding the penalty, must remain at 9 ; the revoke takes place of any other score of the game.

12. If any person revokes, and discovers it before the cards are turned, the adverse party may call the highest or lowest card of the suit led, or have their option to call the card then played, at any time when it does not cause a revoke.

13. No revoke to be claimed till the trick is turned and quitted, or the party who revoked, or his partner, has played again.

14. If a revoke is claimed, the adverse party are not to mix their cards, upon forfeiture of the revoke.

15. No revoke can be claimed after the cards are cut for a new deal.

OF CALLING HONOURS.

16. If a player calls at any point of the game, except 8, either of the adverse parties may call a new deal; and they are at liberty to consult each other whether they will have a new deal.

17. After the trump is turned up, no person must remind his partner to call, on penalty of losing a point.

18. If the trump card is turned up, no honours in the preceding deal can be set up, unless they were before claimed.

19. If any person calls at the point of 8, and his partner answers, and both the opposite parties have thrown down their cards, and it appears that the other side had not two by honours; in this case the adversaries may consult with one another, and are at liberty to stand the deal or not.

20. And if any person answers when he has not an honour, the adverse party may consult each other, and are at liberty to stand the deal or not.

21. If any person calls at 8, after he has played, the adversaries may call a new deal.

OF SEPARATING AND SHEWING THE CARDS.

22. If any person separates a card from the rest, the adverse party may call it, provided he names the same; but in case of calling a wrong card, he or his partner are liable for once to have the highest or lowest card called in any suit led during the deal.

23. If any person throws his cards upon the table, with their faces upwards, upon supposition

that he has lost the game, the adversaries have it in their power to call any of the cards when they think proper, provided they do not make the party revoke, and he is not to take up his cards again.

24. If any person is sure of winning every trick, he may shew his cards upon the table; but is then liable to have all his cards called.

OF OMITTING TO PLAY TO A TRICK.

25. A and B are partners against C and D; A leads a club, C plays the ace, B plays a club, and D, partner to C, takes up the trick without playing any card; A, and the other players, play on, till it appears D has one card more than the rest; penalty to be in the option of the adversaries to call a new deal.

RESPECTING WHO PLAYED ANY PARTICULAR CARD.

26. Each person in playing ought to lay his card before him; after doing so, if either of the adversaries mix their cards with his, his partner is entitled to insist that each person lay his card before him; but not to inquire who played any particular card.

A DICTIONARY FOR WHIST, RESOLVING ALMOST ALL THE CRITICAL CASES THAT MAY HAPPEN.

1. How to play trumps to the greatest advantage?

Peruse the treatise of Whist, case 11, page 6, and all the following cases under that and the next head.

2. How to play sequences when trumps?

Ans. You are to begin with the highest of them.

3. How to play sequences when they are not trumps?

Ans. If you have five begin with the lowest; if three or four in number, always play the highest.

4. Why do you prefer playing of sequences rather than other suits?

Ans. Because they are the safest leads, and gain the tenace in other suits.

5. When ought you to make tricks early?

Ans. When you are weak in trumps.

6. When ought you not to make tricks early?

Ans. When you are strong in trumps.

7. When do you play from an ace-suit?

Ans. You do so when you have three in number only in any suit (trumps excepted.)

8. When don't you play from an ace-suit?

Ans. You ought not to lead from an ace-suit, having four or more in number in any other suit, because the ace is an assistant to your great suit, and, when trumps are out, enables you to make that suit.

9. When any card of consequence is turned up on your right or left hand, how are you to play in that case? See case 1, page 18, and case 1, page 22.

10. Why are you always to play your hand by your own and adversaries scores?

Ans. Case 6, page 5. See references in this case.

11. How to know when your partner has no more of the suit played? Cases 1, 2, 3, page 19.

12. Reasons for putting on or not at second-hand the king, queen, knave, ten. Cases 1, 2, 3, page 20.

13. Why are you to play the queen, knave, or

ten of any suit, when that suit is played a second time, having three in number only? Case 4, page 26.

14. When ought you to over-trump your adversary, and when not?

Ans. When you are weak in trumps you ought to over-trump him; but if strong in trumps you ought to throw away a losing card.

15. Reasons for not parting with the command of your adversary's strong suit, case 1, page 25.

16. If your right-hand adversary leads a suit of which you have the ace, king, and queen, why are you to put on the ace, preferable to the queen?

Ans. Because it deceives the adversary, which, in this case, is preferable to informing your partner.

17. To declare your strong suit, when proper to be done, and when not?

Ans. When you have only one strong suit, and you trump out to make the same, in that case you ought to declare it; but if you are strong in all suits, there is no necessity of declaring your strongest.

18. The ace turned up on your right-hand, and that you have the ten and nine only of trumps, why do you play the ten? Case 1, page 22.

19. Why do you play from a king-suit preferable to a queen-suit, having the like number of each?

Ans. Because it is 2 to 1 that the ace does not lie in your left-hand adversary's hands, and it is 5 to 4, if you lead from a queen-suit, that the ace or king lies in his hands, and that you lose your queen, and so play to a disadvantage.

20. Why do you play from a queen-suit preferable to a knave-suit?

Answered, case 19.

21. When you have the four best cards of any suit, why do you throw away the best?

Ans. To tell your partner the state of your game.

22. Your partner's strong suit, how are you to make the most of it?

At pages, 14, 15, 16, are six examples to demonstrate it.

23. The queen turned up on your right-hand, you have the ace, ten, and one trump, or the king, ten, and one trump; if the right-hand adversary plays the knave: *Quere*. How are you to play?

Ans. You are to pass it, by which you have an equal wager of gaining a trick, and cannot lose by so doing.

24. Four cards are played out, and trumps are gone round twice, your partner not appearing to have any higher trump than the eight, yet he has three trumps; when he plays his third trump, the next hand puts on the knave, there being the king only in the adversary's hand, you having the ace and queen of trumps: *Quere*. Whether are you to play the ace or queen?

Ans. You are to play the ace, because it is 5 to 8 that the last player has the king; and if you reduce the cards to two in number, it then is 2 to 1 in your favour, by playing the ace, that the king falls: the like method may be taken in other suits upon similar occasions.

EXAMPLE. Suppose that you have only two cards remaining in your hand of any suit, viz. the queen and ten; and the knave and nine of the same suit are in your adversary's hands, when your partner leads that suit, your right-hand adversary plays the nine, and has one card only remaining; you ought then to play the queen, because it is 2 to 1 that your left-hand adversary

has the knave ; and in all cases of the like nature follow this rule.

N. B. That the dealer at whist holds four trumps or more is 232 to 165, or about a guinea to 14s. 11d. $\frac{1}{4}$.

AN EXPLANATION OF THE TECHNICAL WORDS.

FINESSING, means endeavouring to gain an advantage thus: When a card is led, and you have the best and third best of that suit, you put your third best card upon that lead, and run the risk of your left-hand adversary having the second best ; if he has it not, which is 2 to 1 against him, you are then sure of gaining a trick.

FORCING, means obliging your partner or adversary to trump a suit, of which he has none. The cases mentioned in this Treatise will shew when it is proper to force either of them.

LONG TRUMP, means having one or more trumps in your hand, when all the rest are out.

LOOSE CARD, is a card of no value, and, consequently, the properest to throw away.

POINTS, ten of them make a game ; as many as are gained by tricks or honours, so many points are set up to the score.

QUART, is a sequence of any four cards immediately following one another in the same suit.—*Quart-major* is a sequence of ace, king, queen, and knave.

QUINT, is a sequence of any five cards immediately following one another in the same suit.—*Quint-major* is a sequence of ace, king, queen, knave, and ten.

RENOUNCE, without a card of any particular suit.

REVERSE, means only playing in a different manner ; that is, if you are strong in trumps, you

play one way; if weak in trumps, you play the *Reverse*, viz. another.

RUFF, and **OVER-RUFF**, to trump a suit led, second or third hand.

SEE-SAW, is when each partner trumps a suit, and plays those suits to one another, for that purpose.

SCORE, is the number of points set up, ten of which make a game.

SLAM, is when either party win every trick.

TENACE, is having the first and third best cards, and being last player, and consequently, catching the adversary when that suit is played: as, for instance, in case you have ace and queen of any suit, your adversary leads, you must win those two tricks; and so of any other tenace in inferior cards.

TERCE or **Tierce**, is a sequence of any three cards immediately following one another in the same suit. *Terce-major* is a sequence of ace, king, and queen.

AN ARTIFICIAL MEMORY FOR PLAYERS.

1. **PLACE**, of every suit in your hand, the worst to the left, and the best (in order) to the right; and the trumps in order, always to the left of all the other suits.

2. If in play you have the best card remaining in any suit, put the same to the left of your trumps.

3. And if you are possessed of the second best card of any suit, place it on the right of your trumps.

4. And if you have the third best card of any suit, place a small card of that suit, between the trumps and that third best, to the right of the trumps.

5. To remember your partner's first lead, place a small card of that suit in the midst of your trumps, and if you have but one trump, on the left of it.

6. When you deal, put the trump turned up to the right of all your trumps, and keep it as long as you can, that your partner may, knowing you have that trump left, play accordingly.

7. TO FIND WHERE YOUR ADVERSARIES REVOKE.

Suppose two suits on the right-hand to represent your adversaries in the order they sit, as to your right and left-hand. When you suspect either of them to have made a revoke, clap a small card of that suit amongst the cards representing that adversary, by which you record not only that there may have been a revoke, but also who made it, and in what suit.

If the suit representing the adversary that made the revoke, happens to be revoked in, change that for another, and put a small card of the suit revoked in the middle of that exchanged suit, and if you have not a card remaining of that suit reverse a card of any other (except diamonds) and place it there.

8. As you have a way to remember your partner's first lead, you may also record in what suit either of your adversaries made their first lead, by putting the suit so led in the place which in your hand represents that adversary; and if other suits were already placed to represent them, then exchange those for the suits in which each of them makes his first lead.

The foregoing method is to be taken when more necessary to record your adversary's first lead, than to endeavour to find out a revoke.

CALCULATIONS SHEWING THE CHANCES OF YOUR PARTNER HAVING ONE, TWO, OR THREE CERTAIN CARDS.

Read with attention those marked N. B.

1. WHAT is the chance of your friend having one certain card?

Answer.

| | against him | for him |
|-----------------------------------|----------------|------------|
| That he has it not, is N. B. | 2 | 1 |

2. What is the chance of having two certain cards?

Answer.

| | | |
|---------------------------------------|----|-------|
| That he has one of them only, is..... | 31 | .. 26 |
| That he has not both of them | 17 | .. 2 |
| But that he has one or both, is about | | |
| 5 to 4, or N. B. | 25 | .. 32 |

3. What are the chances of having three certain cards?

Answer.

| | | |
|---|----|-------|
| That he holds one of them only, is 325 | | |
| for him to 378 against him, or about | 6 | .. 7 |
| That he has not two of them only, is 156 | | |
| for him to 547 against him, or about | 2 | .. 7 |
| That he has not all three of them, is 22 | | |
| for him to 681 against him, or about | 1 | .. 31 |
| But that he has one or two of them, is | | |
| 481 for him to 222 against him, or | | |
| about | 13 | .. 6 |
| And that he has one, two, or all three of | | |
| them, is about N. B. | 5 | .. 2 |

EXPLANATION AND APPLICATION OF THE CALCULATIONS.

First Calculation.

It is 2 to 1 that my partner has not one certain card.

To apply this, suppose the right-hand adversary leads a suit, of which you have the king and one small card only; observe that it is 2 to 1, by putting on your king, that the left-hand adversary cannot win it.

If you have the king and three small cards of any suit, likewise the queen and three small cards of another; lead from the king, because it is 2 to 1 that the ace does not lie behind you; but 5 to 4 that the ace or king of any suit lies behind, and consequently, by leading from the queen, you play to disadvantage.

2d Calculation. It is 5 to 4, at least, that your partner has one out of any two certain cards; the like odds are in favour of your adversaries; therefore, suppose you have two honours of any suit, and knowing it is 5 to 4 that your partner holds one of the other two, you play your game to a greater certainty.

Again, suppose you have the queen and one small card only, in any suit, and that your right-hand adversary leads the same, if you put on your queen, it is 5 to 4 that your left-hand adversary can win it, and therefore you play to disadvantage.

3d Calculation. It is 5 to 2 that your partner has one out of any three certain cards.

Therefore, suppose you have the knave and one small card, and that your right-hand adversary leads from that suit, it is 5 to 2 that your left-hand

adversary has either ace, king, or queen of the same, if you put on the knave, you play against yourself; besides, by making a discovery your right-hand adversary finesses upon your partner throughout that whole suit.

To explain the necessity of putting on the lowest of sequences, suppose that your adversary led a suit of which you have the king, queen, and knave, or queen, knave, and ten; by putting on your knave of one suit, or your ten of the other, it gives your partner an opportunity of calculating the odds in that, and also in all inferior suits of which you have sequences.

Suppose you have the ace, king, and two small trumps, with a quint-major or five other winning cards in any other suit, and have played trumps two rounds, and each person followed suit; in this case there are eight trumps out, and two remaining in your hand, which make ten, and three trumps divided between the remaining three players, of which it is 5 to 2 that your partner has one; and, therefore, out of seven cards in your hand, you ought to win five tricks.

SOME COMPUTATIONS FOR LAYING WAGERS.

All with the deal.

| | | |
|--|-------|----------|
| The deal | is | 21 to 30 |
| 1 love | 11 .. | 10 |
| 2 | 5 .. | 4 |
| 3 | 3 .. | 2 |
| 4 | 7 .. | 4 |
| 5 is 2 to 1 of the game, and one of the lurch | 2 .. | 1 |
| 6 | 5 .. | 2 |
| 7 | 7 .. | 2 |
| 8 | 5 .. | 1 |

| | |
|-------------------------|--------|
| 9 is about | 9 .. 2 |
| <hr/> | <hr/> |
| 2 to 1 is | 9 to 8 |
| 3 .. 1 | 9 .. 7 |
| 4 .. 1 | 9 .. 6 |
| 5 .. 1 | 9 .. 5 |
| 6 .. 1 | 9 .. 4 |
| 7 .. 1 | 3 .. 1 |
| 8 .. 1 | 9 .. 2 |
| 9 .. 1 is about | 4 .. 1 |
| <hr/> | <hr/> |
| 3 to 2 is | 8 to 7 |
| 4 .. 2 | 4 .. 3 |
| 5 .. 2 | 8 .. 5 |
| 6 .. 2 | 2 .. 1 |
| 7 .. 2 | 8 .. 3 |
| 8 .. 2 | 4 .. 1 |
| 9 .. 2 | 7 .. 2 |
| <hr/> | <hr/> |
| 4 to 3 is | 7 to 6 |
| 5 .. 3 | 7 .. 5 |
| 6 .. 3 | 7 .. 4 |
| 7 .. 3 | 7 .. 3 |
| 8 .. 3 | 7 .. 2 |
| 9 .. 3 is about | 3 .. 1 |
| <hr/> | <hr/> |
| 5 to 4 is | 6 to 5 |
| 6 .. 4 | 6 .. 4 |
| 7 .. 4 | 2 .. 1 |
| 8 .. 4 | 3 .. 1 |
| 9 .. 4 is about | 5 .. 2 |
| <hr/> | <hr/> |
| 6 to 5 is | 5 to 4 |
| 7 .. 5 | 5 .. 3 |
| 8 .. 5 | 5 .. 2 |
| 9 .. 5 is about | 2 .. 1 |
| <hr/> | <hr/> |

| | | |
|-----------------------|----|--------|
| 7 to 6 | is | 4 to 3 |
| 8 .. 6 | | 3 .. 1 |
| 9 .. 6 is about | | 7 .. 4 |

| | |
|-----------------------|---------|
| 8 to 7 is above | 3 to 2 |
| 9 .. 7 is about | 12 .. 8 |

8 to 9 is about 3 and a half in the hundred, in favour of 8 with the deal; against the deal, the odds are still, though small, in favour of 8.

CALCULATIONS FOR THE WHOLE RUBBER.

SUPPOSE A and B are at play, and that A is the first game, and 8 love of the second game, with the deal.

Quere. What are the odds throughout the rubber?

First game love and 9 love of the second game (upon supposition of 9 love with the deal being nearly 6 to 1.) First game and 9 love of the second game is nearly 13 to 1

First game and 8 love of the second game is a little more than the former .. 13 .. 1

First game and 7 love of the second is nearly 10 .. 1

Ditto and 6 love of the second is nearly 8 .. 1

Ditto and 5 love of the second is nearly 6 .. 1

Ditto and 4 love of the second is nearly 5 .. 1

Ditto and 3 love of the second is nearly $4\frac{1}{2}$.. 1

Ditto and 2 love of the second is nearly 4 .. 1

Ditto and 1 love of the second is nearly 7 .. 2

The above calculations are made with the deal.

AGAINST THE DEAL.

SUPPOSE A and B are at play, and that A is the first game, and any number of points in the second.

First game and 9 love of second is nearly 11 to 1
Ditto and 8 love of the second game is

a little more 11 .. 1
Ditto and 7 love of the second game is.. 9 .. 1
Ditto and 6 love of the second game is.. 7 .. 1
Ditto and 5 love of the second game is.. 5 .. 1
Ditto and 4 love of the second game is.. $4\frac{1}{2}$.. 1
Ditto and 3 love of the second game is.. 4 .. 1
Ditto and 2 love of the second game is.. 7 .. 2
First game and 1 love of second is nearly $6\frac{1}{2}$.. 2

The use of the foregoing calculations consists in dividing the stake, according to the tables herewith set down.

MR. PAYNE'S MAXIMS FOR WHIST.

LEADER.

1. BEGIN with the suit of which you have most in number. *For when the trumps are out, you will probably make several tricks in it.*

2. If you hold equal numbers in different suits, begin with the strongest. *Because it is the least liable to injure your partner.*

3. Sequences are always eligible leads. *As supporting your partner without injuring your own hand.*

4. Lead from a king or queen, rather than from an ace. *For since the adversaries will lead from those suits which you do not, your ace will do them most harm.*

5. Lead from a king rather than from a queen, and from a queen rather than a knave. *For the stronger the suit, the less is your partner endangered.*

6. Lead not from ace-queen, or ace-knave, till necessary. *For if that suit is led by the adversaries, you have a good chance of making two tricks in it.*

7. In all sequences to a queen, knave, or ten, begin with the highest. *Because it will frequently distress your left-hand adversary.*

8. Having ace, king, and knave, lead the king. *For if strong in trumps, you may wait the return of that suit, and finesse the knave.*

9. Having ace, king, and one small card, lead the small one. *For by this lead your partner has a chance to make the knave.*

10. Having ace, king, and two or three small cards, play ace and king if weak, but a small card if strong in trumps. *For when strong in trumps you may give your partner the chance of making the first trick.*

11. Having king, queen, and one small card, play the small one. *For your partner has an equal chance to win; and you need not fear to make king or queen.*

12. Having king, queen, and two or three small cards, lead a small card if strong, and the king if weak in trumps. *For strength in trumps entitles you to play a backward game, and give your partner the chance of winning the first trick; but if weak in trumps, lead the king or queen to secure a trick in that suit.*

13. Having an ace with four small cards, and no other good suit; play a small card if strong in trumps, and the ace if weak. *For strength in trumps may enable you to make one or two of the*

small cards, although your partner cannot support the lead.

14. Having king, knave, and ten, lead the ten. *For if your partner holds the ace, you have a good chance to make three tricks, whether he passes the ten or not.*

15. Having king, queen, and ten, lead the king. *For if it fails, by putting on the ten upon the return of that suit from your partner, you have a chance of making two tricks.*

16. Having queen, knave, and nine, lead the queen. *For upon the return of that suit from your partner, by putting on the nine you will probably make the knave.*

SECOND HAND.

1. Having ace, king, and small ones, play a small card if strong in trumps, but the king if weak in them. *For otherwise your ace or king might be trumped in the latter case, and no hazards should be run with few trumps but in critical cases.*

2. Having ace, queen, and small cards, play a small one. *For upon the return of that suit you will probably make two tricks.*

3. Having ace, knave, and small cards, play a small one. *For upon the return of that suit you will perhaps make two tricks.*

4. Having ace, ten, or nine, with small cards, play a small one. *For by this method you have a chance of making two tricks in the suit.*

5. Having king, queen, ten, and small cards, play the queen. *For by playing the ten upon the return of the suit, you will probably make two tricks in it.*

6. Having king, queen, and small cards, play a small card if strong in trumps, but the queen if weak in them. *For strength in trumps warrants*

playing a backward game, and it is always advantageous to keep back your adversaries suit.

7. If you hold a sequence to your highest card in the suit, play the lowest of it. *For by this means your partner is informed of your strength.*

8. Having queen, knave, and small ones, play the knave. *Because you will probably secure a trick.*

9. Having queen, ten, and small ones, play a small one. *For your partner has an equal chance to win.*

10. Having either ace, king, queen, or knave, with small cards, play a small one. *For your partner has an equal chance to win the trick.*

11. Having either ace, king, queen, or knave, with one small card only, play the small one. *For otherwise the adversary will finesse upon you.*

12. If a queen is led, and you hold the king, put that on. *For if your partner holds the ace, you do no harm; and if the king is taken, the adversaries have played two honours to one.*

13. If a knave is led, and you hold the queen, put it on. *For at the worst you bring down two honours for one.*

14. If a king is led, and you hold ace, knave, and small ones, play the ace. *For it cannot do the adversaries a greater injury.*

THIRD HAND.

1. Having ace and king, play the ace, and return the king. *Because you should not keep the command of your partner's strong suit.*

2. Having ace and queen, play the ace, and return the queen. *For although it may prove better in some cases to put on the queen, yet in general your partner is best supported by this method.*

3. Having ace and knave, play the ace, and re-

turn the knave. *In order to strengthen your partner's hand.*

4. Having king and knave, play the king; and if it wins, return the knave. *For the reason in No. 3.*

5. Always play the best when your partner leads a small card. *Is it best supports your partner.*

6. If you hold the ace and one small card only, and your partner leads the king; put on the ace and return the small one. *For otherwise your ace will be an obstruction to his suit.*

7. If you hold the king and one small card only, and your partner leads the ace; if the trumps are out it is good to play the king. *For by putting on the king, there is no obstruction to the suit.*

FOURTH HAND.

1. If a king is led, and you hold ace, knave, and a small card, play the small one. *For supposing the queen to follow, you probably make both ace and knave.*

2. When the third hand is weak in his partner's lead, you may often return that suit to great advantage. *But this rule must not be applied to trumps, unless you are very strong indeed.*

CASES IN WHICH YOU SHOULD RETURN YOUR PARTNERS LEAD IMMEDIATELY.

1. When you win with the ace, and can return an honour. *For that will greatly strengthen his hand.*

2. When he leads a trump. *In which case return the best remaining in your hand (unless you hold four originally): except the lead is through an honour.*

3. When your partner has trumped out. *For then it is evident he wants to make his great suit.*



4. When you have no good card in any other suit. *For then you entirely depend on your partner.*

CASES IN WHICH YOU SHOULD NOT RETURN YOUR PARTNER'S LEAD IMMEDIATELY.

1. If you win with the king, queen, or knave, and have only small cards left. *For the return of a small card will more distress than strengthen your partner.*

2. If you hold a good sequence. *For then you may shew a strong suit, and not injure his hand.*

3. If you have a strong suit. *Because leading from a strong suit directs your partner, and cannot injure him.*

4. If you have a good hand. *For in this case you ought to consult your own hand.*

5. If you hold five trumps. *For then you are warranted to play trumps, if you think it right.*

OF LEADING TRUMPS.

1. Lead trumps from a strong hand, but never from a weak one. *By which means you will secure your good cards from being trumped.*

2. Trump not out with a bad hand, although you hold five small trumps. *For since your cards are bad, it is only trumping for the adversaries good ones.*

3. Having ace, king, knave, and three small trumps, play ace and king. *For the probability of the queen's falling is in your favour.*

4. Having ace, king, knave, and one or two small trumps, play the king, and wait the return from your partner to put on the knave. *In order to win the queen, but if you particularly wish the trumps out, play two rounds, and then your strong suit.*

5. Having ace, king, and two or three small trumps, lead a small one. *This is to let your partner win the first trick; but if you have good reason for getting out the trumps, play three rounds, or play ace and king, and then proceed with your strong suit.*

6. If your adversaries are eight, and you don't hold an honour, throw off your best trump. *For if your partner has not two honours, you have lost the game, and if he holds two honours, it is most advantageous to lead a trump.*

7. Having ace, queen, knave, and small trumps, play the knave. *For by this mean the king only can make against you.*

8. Having ace, queen, ten, and one or two small trumps, lead a small one. *For it will give your partner a chance to win the trick, and keep the command in your own hand.*

9. Having king, queen, ten, and small trumps, lead the king. *For if the king is lost, upon the return of trumps you may finesse the ten.*

10. Having king, knave, ten, and small ones, lead the knave. *Because it will prevent the adversaries from making a small trump.*

11. Having queen, knave, nine, and small trumps, lead the queen. *For if your partner holds the ace, you have a good chance of making the whole suit.*

12. Having queen, knave, and two or three small trumps, lead the queen. *For the reason in No. 11.*

13. Having knave, ten, eight, and small trumps, lead the knave. *For on the return of trumps you probably may finesse the eight to advantage.*

14. Having knave, ten, and three small trumps, lead the knave. *Because it will most distress your adversaries, unless two honours are held on your*

right hand; the odds against which are about 3 to 1.

15. Having only small trumps, play the highest. *By which you will support your partner all you can.*

16. Having a sequence, begin with the highest. *By this means your partner is best instructed how to play his hand, and cannot possibly be injured.*

17. If any honour is turned up on your left, and the game much against you, lead a trump the first opportunity. *For your game being desperately bad, this method is the most likely to retrieve it.*

18. In all other cases it is dangerous leading through an honour, unless you are strong in trumps, or have a good hand. *Because all the advantage of trumping through an honour lies in your partner's finessing.*

19. Supposing it is hereafter proper to lead trumps, when an honour is turned up on your left, you holding only one honour with a small trump, play the honour, and next the small one. *Because it will greatly strengthen your partner's hand, and cannot hurt your own.*

20. If an honour is turned up on the left, and you hold a sequence, lead the highest of it. *Because it will prevent the last hand from injuring your partner.*

21. If a queen is turned up on the left, and you hold ace, king, and a small one, lead the small trump. *Because you will have a chance of getting the queen.*

22. If a queen is turned up on the left, and you hold a knave, with small ones, lead the knave. *For the knave cannot be of service, as the queen is on your left.*

23. If an honour is turned up by your partner, and you are strong in trumps, lead a small one; but if weak in them, lead the best you have. *By*

this play the weakest hand will support the strongest.

24. If an ace is turned up on the right, you holding king, queen, and knave, lead the knave. *A secure lead.*

25. If an ace is turned up on the right, and you hold king, queen, and ten, lead the king; and upon the return of trumps play the ten. *For by this means you shew a great strength to your partner, and will probably make two tricks in them.*

26. If a king is turned up on the right, and you hold queen, knave, and nine, lead the knave; and upon the return of trumps play the nine. *Because it may prevent the ten from making.*

27. If a king is turned up on your right, and you hold knave, ten, and nine, lead the nine; and upon the return of trumps play the ten. *Because this method will best disclose your strength in trumps.*

28. If a queen is turned up on the right, and you hold ace, king, and knave, lead the king; and upon the return of trumps play the knave. *Because you are then certain to make the knave.*

29. If a queen is turned up on the right, and you hold ace, king, and small ones, lead the king; and upon the return of trumps you may finesse, unless the queen falls. *For otherwise the queen will make a trick.*

30. If a knave is turned up on the right, and you hold king, queen, and ten, lead the queen; and upon the return of trumps play the ten. *For by this means you will make the ten.*

31. If a knave is turned up on the right, and you hold king, queen, and small ones, lead the king; and if that comes home, play a small one. *For it is probable your partner holds the ace.*

32. If a knave is turned up on the right, and

you hold king and ten, or queen and ten, with two small cards, lead a small one; and upon the return of trumps play the ten. *For it is 5 to 4 that your partner holds one honour.*

WHEN YOU TURN UP AN HONOUR.

1. If you turn up an ace, and hold only one small trump with it, if either adversary leads the king, put on the ace. *For it cannot do greater injury.*

2. But if you turn up an ace, and hold two or three small trumps with it, and either adversary leads the king, put on a small one. *For if you play the ace, you give up the command in trumps.*

3. If you turn up a king, and hold only one small trump with it, and your right-hand adversary leads a trump, play the king. *This case is somewhat doubtful, and very good players think differently.*

4. If you turn up a king, and hold two or three small trumps with it, if your right-hand adversary leads a trump, play a small one. *It being the best way of securing your king.*

5. If you turn up a queen or knave, and hold besides only small trumps, if your right-hand adversary leads a trump, put on a small one. *It being the securest play.*

6. If you hold a sequence to the honour turned up, play it last. *By this means your partner will be the best acquainted with your strength in trumps.*

OF PLAYING FOR THE ODD TRICK.

1. Be cautious of trumping out, notwithstanding you have a good hand. *For since you want the odd trick only, it would be absurd to play a great game.*

2. Never trump out if your partner appears

likely to trump a suit. *For it is evidently best to let your partner make his trumps.*

3. If you are moderately strong in trumps, force your partner. *For by this you probably gain a trick.*

4. Make your tricks early, and be cautious of finessing. *That you may not be greatly injured, though you fail of making the odd trick.*

5. If you hold a single card of any suit, and only two or three small trumps, lead the single card. *For it will give you a chance of making a small trump.*

GENERAL RULES.

1. Be very cautious how you change suits, and let no artifice of the adversary induce you to it.

2. Keep if possible a commanding card to bring in your strong suit when the trumps are out.

3. Never keep back your partner's suit in trumps, but return them the first opportunity.

4. If you hold a strong suit, and but few trumps, rather force your adversaries than lead trumps, unless you are strong in the other suits likewise.

5. To make the odd trick when in your power.

6. Always consider the scores, and play accordingly.

7. In a backward game, you may often risk one trick in order to win two; but in a forward game you are to be more cautious, unless you have a good probability of getting up.

8. In returning your partner's lead, play the best you have, when you hold but three originally.

9. Remember what cards drop from each hand, how many of each suit are out, and what is the best remaining card in each.

10. Lead not originally from a suit of which you have ace and queen, ace and knave, or king and knave; if you hold another moderate suit.

11. If neither of your adversaries will lead from the above suits, do it yourself with a small card.

12. You are strong in trumps with five small ones, or three small ones and one honour.

13. Do not trump a card when you are strong in trumps, and more especially if you hold a strong suit.

14. If you hold only a few small trumps, make them when you can.

15. If your partner refuses to trump a suit of which he knows you have not the best, lead him your best trump the first opportunity.

16. If your partner has trumped a suit, and refuses to play trumps, lead him that suit again.

17. Never force your partner but when you are strong in trumps, unless you have a renounce yourself, or want only the odd trick.

18. If the adversaries trump out, and your partner has a renounce, give him that suit when you get the lead, if you think he has a small trump left.

19. Lead not from an ace suit originally, if you hold four in number of another suit.

20. When trumps are either returned by your partner, or led by the adversaries, finesse them; keeping the command all you can in your own hand.

21. If you lead and make the king of any suit, don't always conclude that your partner holds the ace.

22. It is sometimes proper to lead a thirteenth card, in order to force the adversary, and make your partner last player.

23. If weak in trumps, make your tricks soon; but when strong, you may play a more backward game.

24. Keep a small card of your partner's first lead, if possible, in order to return it when trumps are out.

25. Never force your adversary with your best card of a suit, unless you have the second best also.

26. In your partner's lead, endeavour to keep the command in his hand, rather than in your own.

27. If you have a saw, it is generally better to pursue it than to trump out, although you should be strong in trumps with a good suit.

28. Keep the trump you turn up long as you can.

29. When you hold all the remaining trumps, play one of them to inform your partner; and then put the lead into his hand.

30. It is better to lead from ace and nine, than from ace and ten.

31. It is better to lead trumps through an ace or king, than through a queen or knave.

32. If you have the last trump, some winning cards, and one losing card only, lead the losing card.

33. When only your partner has trumps remaining, and leads a suit of which you hold none; if you have a good sequence of four throw away the highest.

34. If you have an ace with one small card of any suit, and several winning cards in other suits; rather throw away some winning card than that small one.

35. If you hold only one honour with a small trump, and wish the trumps out, lead the honour.

36. If trumps have been led thrice, and two remain in the adversaries hands, force them out.

37. Never play second hand the best of your adversaries lead, unless your partner has none of it.

38. If you have four trumps and the command of a suit whereof your partner has none, lead a small card in order that he may trump it.

39. If you hold five trumps with a good hand, play trumps, and clear your adversaries hands.

40. If you hold the ace and three small trumps when the adversaries lead them, and have no particular reason for stopping the suit, let them quietly make king and queen, and on the third round play the ace.

41. When leader with three small trumps, one strong suit, one moderate suit, and a single card, begin with the strong suit, and next lead the single card.

42. Be careful how you sort the cards, lest a sharp eye should discover the number of your trumps.

WHIST is sometimes played by three persons, one of them undertaking an ideal partner called Dumbmy, whose cards are turned up to view on the table, which is reckoned rather an advantage to a good player, but apt to confuse an indifferent one. Now and then only two people play, with each a dumbmy.

Three handed whist, a game requiring but little skill, is played by discarding all the deuces, threes, and fours, with one five; each person acting alone: in this way every trick above four, and each honour is reckoned; in other respects these modes do not vary from the usual methods and rules.

ADDITIONS.

A MODERN writer upon the science of Whist having published some doctrines contradictory to those formerly laid down by Messrs. Hoyle and Payne, though the greater part of his other directions are copied from them almost word for word; the Editor of Hoyle's Games Improved, states the substance of such of the said writer's rules and maxims as appear to be either new, serviceable, more explicit, or in opposition to those heretofore mentioned in this volume, to which references are given in the body of these Additions; hoping the readers thereof will constantly bear in mind that material changes in the cards, or state of the game, often demand a deviation from general maxims, and besides also various situations, partners or antagonists frequently require different methods of play, to all which an adept can readily accommodate himself; and likewise that even acknowledged proficient's occasionally disagree upon certain doubtful points, of which an example occurs at page 66, maxim 3; and for others, compare Hoyle at page 4, rule 2, with Payne's second maxim upon leading trumps at page 62; also Hoyle's fourth game in page 17, with the maxims 17, 18, page 64, together with several more in other places, which an attentive perusal will enable the student to discover. The Editor states, but does not pretend otherwise than as above to explain, the reason of such variations, for

Who shall decide when doctors disagree?

DO not perplex yourself with many calculations

at first, but after obtaining a little theoretical knowledge, prefer contending with good players rather than novices; particularly shun those who direct or find fault during the game, and accustom yourself never to lead a card without having some view, even if an erroneous one, for so doing; also do not always judge from the result, as indifferent play sometimes succeeds where good would fail; finally, when an adept plays in a way you do not understand, get him, if possible, to favour you with his reasons, and try them yourself upon the cards.

After sorting the cards, look at the trump, consider the state of the game with the strength of your hand, and fix your plan accordingly; then attend strictly to the table, except when it is your turn to play, considering carefully the different modes pursued by each person, a competent knowledge of which may direct you in playing your own game; and when possessed of three or four small trumps only, rather lead from a single card than a long weak suit; [*See page 3, rule 19*] and also rather from a weak suit than from any one wherein you possess the tenace; but be cautious of deceiving your friend, especially in his own or your leads, therefore demonstrate your hand to him clearly and early as you can; also observe attentively what cards are played, [*See page 67, rule 9*] and what is discarded by any good player, and whether the lead at the time is from the friend or foe; if from the first, the discard is intended to direct the partner, otherwise it is to mislead the opponent: when proficient throw away the best of a suit to a partner's winning card, it is intimating that they command the same, [*See pages 14 and 34, rules 2 and 6*] and should the second-best be thrown away, that is

saying they do not possess any more ; and if a low card is led before the next inferior one, that is a weak suit ; the contrary when the lowest is played first. Endeavour likewise to keep the command of your enemies' suits, but never those of your friend [*See page 15, rules 1, 2, 3 ; and page 60, maxim 1.*]

Leading from single cards, without a strength of trumps, is hazardous, but often advantageous ; for when a friend possesses the king guarded he will lose it should the ace lie behind him, or if he wins may play trump, as believing the single card to be from a strong suit, or the enemies may do so as guessing at your views ; on the other hand, you by so leading may both preserve tenace in other suits, and, perhaps, make some small trumps. [*See pages 3 and 68, rules 19 and 14.*] Possessing tierce to a king, with others of the same suit, lead the knave ;—holding ace, king, or king, queen, with either five or four more, play the highest, except in trumps ; and there with four, or less, lead the lowest : do the same in other suits when all the remaining trumps are with you and friend. Ace, or king of trumps, with sequence from ten downwards, and queen or knave turned up on the left, lead the ten ;—having ace, queen, knave, or ace, queen, ten and more, lead ace. [*See page 63, maxims 7 and 8.*]—with ace, queen and ten, when knave is turned up on the right lead the queen ; ace, knave, and small cards, lead the lowest if trumps ; but in other suits, except powerful in trumps, play the ace when with more than two ;—ace and four small ones in trumps, lead the lowest. [*See page 58, maxim 13.*]—when with ace and one, lead ace, if your friend's suit, else the small card ;—king,

queen, ten, &c. play the king; but should it pass, do not follow the lead, for the ace may be kept up by an enemy [*See pages 59 and 63, maxims 15 and 9; and page 68, rule 21*]*—king, knave and small ones, lead the lowest; but if with only one small card, do not venture except it is your partner's suit, then play king and knave;—queen, knave, and one, lead queen; but when with two, or more, the lowest* [*See page 8, rules 24 and 32; pages 59 and 63, maxims 16, 11 and 12*]*—queen, ten and two, or queen and three small ones, play the lowest;—queen or knave, with only two, the highest. It is equal whether you lead up to or through an ace; not quite so to a king, but disadvantageous when to the queen turned up. [See pages 16 and 17, games 1 to 4; pages 64 and 65, maxims 17, &c.] After leading two rounds of trumps, should you remain, even with three, but the best in an adversary's hand, lead a small one to avoid stopping your partner's suit as well as to gain the tenace. Some proficients often play a king second hand, others but seldom, though none should in that situation put on either queen, knave or ten.*

Should you hold a good hand at the beginning of a game, or when the opponents are greatly advanced, play boldly, otherwise cautiously: be particular both in what you play as in what you throw away, 'tis often of bad consequence to put down the superior card of two, and remember that finesses are usually proper in trumps; and if strong in them, finesses may then be ventured in other suits.

Always trump uncertain leads [*See page 9, rules 10 and 12*] and also 13th cards 2d hand when weak, but never if strong in trumps, except to stop a see-saw; and unless when your left hand

adversary appears powerful in trumps, or your friend evidently intends to force you, although you hold an honour, or even a ten, and three other trumps, do not hastily overtrump an opponent, especially if you possess a strong suit that might be brought in by the long trump, or which trump may hinder an enemy from bringing in his suit. Reversing this last rule, will instruct you when to force the antagonist.

Generally force the strong, sometimes the weak, but never both adversaries; and if ever your friend refuses to trump an opponent's certain winning card, play trumps soon as you can obtain the lead: likewise should you hold a powerful suit, show that previous to leading trump, unless you possess great strength in them: also, with ace and three more trumps it is often wrong to win the first or second lead in the same, unless your partner trumps a suit, though, when circumstances demand two certain leads in trumps, play the ace; otherwise except either you have or believe your friend has a strong suit, do not trump out with less than six; [*See page 70, rule 39*] or when, although weak in them, you are strong in other suits, or if the opponents play from weak suits, or for the reason stated in maxim 6th, at page 63.

Do not force your partner except you are strong in trumps [*See page 29, case 7; and page 68 maxim 17*];—or when he has led from a single card, or shows a weak game;—or, if you are likely either to save or gain an odd trick, or particular point;—or when great strength of trumps appears against you;—or, if there is a probability of a see-saw;—or, when your friend has been forced, and did not lead trump out [*See page 29, case 8; and page 68, maxim 16*];—or, possessing

the commanding card with small ones of your enemy's suit, of which your friend is entirely without, then force him with the low cards, and keep the commanding one till the last.

When strong in trumps you hold ace, king, and two more of the right-hand adversary's lead, either pass it the first time, or win with the ace, and force your partner by going on with the suit: should you be weak in trumps, gain the trick with the ace, but do not continue the suit; also in case the right-hand opponent returns his friend's lead immediately, you, if possessed of the remaining best card and a small one of that suit, should play the small one, but when weak in trumps do not hazard this in other suits; likewise if powerful in trumps, inform your friend as early as you can, [*See page 28, case 1*] and when last player, you having a sequence, should take a small trump with the highest, and directly lead the lowest [*See page 35, rule 10*] and moreover, when strong, except in case of a see-saw, do not trump the second best of a suit led by your friend, but throw away a losing card.

When an enemy holds three or four trumps, and you retain the best only, do not lead that, because it may be more advantageously employed to stop the other opponent's strong suit; but when both your antagonists possess trumps, and your friend is without any, then take out two for one.

Should a good player throw away a small card, and refuse to trump, the opponent may conclude that he is powerful in trumps, with another strong and one weaker suit; and if an honour is thrown away, then it is probable he holds only two suits, one of them trumps; in such a situation the opponent should force him, and avoid leading.

trump, but give his own friend a chance to make some.

Upon winning your friend's lead with a queen, do not return the same, except it is trump, as certainly the ace or king is with your right hand antagonist; and though it is usually proper to return a partner's lead of trumps, be cautious of doing so, after he has played a nine, ten, or other doubtful card, and when your friend has led trumps of his own accord, should you hold ace, king, and two others, play three rounds; but, if because you have shewn strength in them, he leads an equivocal card, pass it the first time.

Good players seldom lead either nine or ten, except from a sequence up to the king, or from nine, ten, knave, and king, or when best of a weak suit, not exceeding three in number: whenever your partner so leads originally, and you hold an honour with only one more, put on the honour, but do not act so when with two or more, except with ace and small cards, then always take it.

Should your friend lead ace, queen, of a suit in which you have king and two more, take the queen to avoid stopping the suit: likewise always play to his lead the lowest of a sequence in order to inform him, and frequently win your enemies' leads with the highest in hopes of deceiving them: for the same reasons keep the turned up card long as possible when the friend leads trump, but act differently when an opponent is the leader. [See page 26, rule 3; and page 69, *maxim* 28.] When your partner leads a 13th card [See page 69, rule 22] while most of the trumps are in hand, it is usually a hint for you to play a good trump thereon, and with only three of his lead in any suit

return the highest, with four the lowest; [*See page 67, rule 8*] also whenever you hold only an indifferent hand, always sacrifice it to your partner.

Should the right-hand opponent call, and your friend lead through him, you possessing ace or king, with a nine and small trumps, may then finesse the nine. [*See page 37, rule 19.*]

When any one of the party calls before his time, it is often a hint to the friend to lead his best trump; [*See page 35, case 11*] and that friend should show whether he is powerful or weak in them, that in the first instance the player may preserve his own strong suit entire, or throw away from it, and keep guard on those of the adversaries in the latter situation. Every player should also, at other times, with reference to his own hand, keep guard on the enemies' suits when he is weak in trumps, or throw away from them when strong, and always discard from the friend's powerful suit.

If you hold ace, knave and a small trump, finesse the knave to your partner's lead; also, when strong in trumps, act similarly in any suit, and except one trick saves or gains a particular point, constantly pass your friend's ten in every suit where you possess ace, knave, and another.

When twelve cards of the same suit remain, and your friend leads after ten rounds have been played, should you possess king, ten, and another, and have acquired six tricks, you can win the odd one however the cards may lie: should your right hand opponent put on queen or knave, play the king; if a smaller, the ten; but when you have only five tricks, play the king. [*See page 38, rule 22.*]

Many persons holding tierce-major, lead king, and afterwards queen; this method is often the

cause of harm, when king and queen happen to have been so played, and the ace kept back by an enemy.

When the last player wins the opponent's lead, it is better to return it than begin from a weak suit; [*See page 6, rule 10; and page 61, maxim 2*] and also a last player having ace, knave, and another, should not take a king led, as the adversary must then either change the suit, or give him tenace therein.

When second player, you hold ace, queen, and more, in any suit led, play a small one, [*See page 59, maxim 2*] except your antagonist leads knave or king, then always put on the ace, but pass the knave when ace is your only honour;—with ace, knave, ten, and another in trumps, play the ten, in other suits the small card;—holding ace or king, with ten and another, do not take the queen, though win it when possessing any lower card instead of the ten; [*See page 60, maxim 12*] with ace, queen, and ten, put on the ten;—having only three of the suit, play when able an honour on an honour (except ace on knave, as above directed) but not when possessed of four or more;—with king and one other only, sometimes play the king, but generally if trumps, and always when turned up;—queen or knave should not be played unless a superior honour has been turned up on the right;—with king, queen, &c. put on either;—with queen, knave, and one other, the knave; [*See page 60, maxim 8*]—should the right adversary return the knave after winning his partner's lead with either king or ace, avoid putting on the queen;—with only small ones the lowest.

Play the close game for the odd trick, force the friend, and be very cautious of leading trumps, or finessing [*See pages 66, and 67, maxims 1 to 5:*]

also play the obscure game whenever it appears that the winning cards lie between you and the adversaries, and a clear one when your friend possesses a good hand.

When at eight, and holding two honours, consider the enemies' score, previous to calling, whether they are otherwise likely to save the lurch or win the game; and when the antagonists do not call at eight, should you then be four or nine, it is clear that you and friend hold at least two honours; if both sides are eight, and no one calls, each player must possess an honour.

Generally trump when it is apparent that your partner, if an adept, wishes you to do so, but consult your own hand when he is an indifferent player.

When the left-hand opponent refuses to trump your winning card, then should you hold the commanding card of the suit he throws away, lead the same directly.

After the trumps are all out, whoever possesses the commanding card of the opponent's suit, may play as if retaining the 13th trump.

If the right-hand adversary has led a card on which his partner plays the knave or queen, and your friend gains with the king; should ever that adversary again lead a low card of the said suit, play the ten if you possess it.

When the left hand opponent leads king, apparently in hopes of afterwards finessing the knave, and you happen to retain queen and another, lead the small one through him, the first opportunity.

When third player, you hold the best and third of a suit led, on which the second player has laid the fourth, be fearful of finessing the third, as it is about three to two, and sometimes two to one

but that the last player holds the second-best [See page 32, case 2.]

When your partner renouncing to a lead thereby declares his strong suit, should you hold a single card of the same, lead it as soon as possible.

Should the last player hold a tierce-major and small card in trumps, tierce-major and two others in a second suit, king and low card of a third, with queen or knave and small one of the fourth, in which the opponent has led the ace, the said last player should throw away queen or knave in expectation of thereby obtaining a change in the lead.

When your partner, if a good player, changes from the first suit, keep the commanding card or tenace of the fresh suit, and do not return it as in case of an original lead.

Proficients often practise an underplay, viz: after gaining the trick, they holding the best card of the suit, return the lowest of the left hand adversary's lead, in hopes their partner may make the third, and they themselves afterwards capture the second-best; or, possessing the first, third, and fourth cards of a suit, of which their left-hand antagonist has the second-best guarded, by leading the fourth it is often passed, and thereby every trick gained. This method is always proper when strong in trumps, but if weak make the sure tricks as soon as possible.

Examples of Tenace.—When one player holds ace, queen, and a small card, and the antagonist, king, knave and another of the same suit, the first-mentioned leading the small card gains the tenace and two tricks, but by playing ace first gets only one, while the antagonist, lead what he will, could only obtain a trick. *Suppose also, 1st.* After nine rounds, and as many trumps out, a player

holds the second and fourth trump with ace and small card of any suit not led, his left-hand opponent possessing the first and third trump with king and another of the suit of which the said player leads the ace, to which the opponent should throw away the king trusting that his partner may win the next trick, and then leading through the aforesaid first player, prevent him from making either of his trumps.—2d. After ten rounds any one retains king, queen, and ten of a suit not led out, his left hand adversary ace, knave and small card, and the first-mentioned to lead king; if the other passes it, he gains tenace and two tricks, but only one when he takes the king.—3d. A third player possessing ace, knave, and ten of his partner's lead, by finessing knave or ten, may obtain two tricks, especially when a forced lead; but unless his partner held an honour in that suit, no more than one trick could be gained by playing the ace. [See page 31, case 19.] Tenace is easily maintained against the right hand, but with great difficulty against the left-hand antagonist.

A critical Point.—Suppose the parties, each at nine, and ten tricks played out; A to have gained six of them, and possess knave and a small trump, with two diamonds and the lead; B the antagonist on the left, the queen and ten of trumps with two clubs; C the friend, two low trumps and two diamonds, and D the right-hand enemy, ace and a small trump, a club and a heart; A leads the best diamond, which passed by B and C, must be won by D, who trumping with the ace, and next leading the small one, puts the tenace into B's hands, and thereby obtains the game.

Keep, if possible, the advantage of tenace or

situation when the winning cards are with you and the right-hand antagonist, and give the same to your friend where the strength of any suit is between him and your enemy on the left, recollecting that when the last-mentioned, or you lead, the tenace is against the said adversary, but for him if your partner leads; who being supposed to hold the first, third, and another of any suit, when your left-hand opponent possesses the second or fourth card, with a small one of the same, and the lead, and consequently plays the small one, which you as last player should take even though already won by your partner, and afterwards by leading through the foe, prevent him from gaining a trick.

Suppose any person, after nine rounds retaining the two lowest trumps, with two forcing cards and the lead, the two best trumps being in one or both of the enemies' hands, if the first player and his friend are at seven, and have got six tricks, he then should lead trump, because when the trumps lie one in each opponent's hand, he thereby obtains the game, or else remains at seven; but if the foe is at nine, then this mode should not be risked, for should the superior trumps lie both in one hand, the odd trick is hazarded.

Suppose, 1st. Any player possessing ace or king, with three other trumps, tierce-major, besides some more in another suit, a probable trick in a third, with the lead; he then should play trump, which, if his friend gains, and returns the same, he the aforesaid player ought to pass; afterwards he or partner, whoever first obtains the lead, playing trump, which trick being taken by him who remaining with the lead and one trump, though perhaps not the best (if they originally have been unequally divided) with his strong suit

can force out any single trump, and nothing less than five dealt to one antagonist is likely to prevent him from making his said strong suit. 2d. Possessing ace, king, and two small trumps, with a hand in other respects similar to the former, if either antagonist leads trump, do not take the first trick, by which method retaining the best for the third lead, proceed as before stated. 3d. With ace, queen and two small trumps, pass the knave, even when last player, and then act as above.

The 13th trump is of the greatest consequence; a player holding that with ace and four small cards of any suit not led out, and of which the enemy plays king and queen, may, by passing both, gain three tricks in the said suit, whereas by taking the king he would only have got one.

—

MR. HOYLE's

GAME OF

QUADRILLE.

THE game of quadrille is played by four persons, with forty cards; the four tens, nines, and eights, are discarded from the pack; the deal is made by distributing the cards to each player, three at a time, for any two rounds, and once four a piece, beginning with the right-hand player, who is the elder hand.

The stakes, consisting of several equal billets or contracts comprising the counters and fish, are darded among the players, who agree upon the value thereof, and also the number of tours, which are usually ten. After the trump is named, the right-hand player leads, and if the ombre, either alone or with a friend wins all the tricks, he gains the vole, or if six tricks, the game; but if he gets only five tricks he loses by remise, and if only four, loses by codill. The game, consolation, matadores, bastos, and other payments are variously regulated, according as the game is won or lost. The holder of either of the red accs is entitled to a fish for each.

SOME SHORT RULES FOR LEARNERS.

1. *When you are the ombre*, and your friend leads from a mat, play your best trump, and then lead the next best the first opportunity.
2. If you possess all the trumps, keep leading them, except you have other certain winning cards.
3. If all the mats are not revealed by the time you've won six tricks, do not risk playing for the vole.
4. *When you are the friend called*, and hold only a mat, lead it, but if only a mat guarded by a small trump, lead the small one; though when the ombre is last player, lead the best trump you have.
5. Punto in red, or king of trumps in black, are good cards to lead when they are your best, and should either of them succeed, then play a small trump.
6. When the ombre leads to discover the friend, if you hold king, queen and knave, put on the knave.
7. Preserve the called suit, whether friend or foe.
8. *When playing against a lone hand*, never lead a king, unless you have the queen, nor change the suit, nor permit, if possible to prevent it, the ombre to be last player.
9. Call on the strongest suits, except you have a queen guarded, and if elder hand you have a better chance than when middle hand.
10. A good player may succeed with a weaker hand when either elder or younger, better than if middle hand.

THE RANK OF THE CARDS WHEN NOT TRUMPS.

Clubs and Spades.

King,
Queen,
Knave,
Seven,
Six,
Five,
Four,
Three,
Deuce.

In all 9.

Hearts and Diamonds.

King,
Queen,
Knave,
Ace,
Deuce,
Three,
Four,
Five,
Six,
Seven.

In all 10.

THE RANK AND ORDER OF THE TRUMPS.

Clubs and Spades.

Spadille, *the ace of spades.*

Manille, *the deuce of spades, or of clubs.*

Basto, *the ace of clubs.*

King,
Queen,
Knave,
Seven,
Six,
Five,
Four,
Three.

In all 11.

Hearts and Diamonds.

Spadille, *the ace of spades.*

Manille, *the seven of hearts, or of diamonds.*

Basto, *the ace of clubs.*

Punto, *the ace.*

King,
Queen,
Knave,
Deuce,
Three,
Four,
Five,
Six.

In all 12.

N. B. Spadille and Basto are always trumps; thereby the red suits have one trump more than the black.

There are three matadores, viz. spadille, manille, and basto, which force all inferior trumps, but if an ordinary trump is led, you are not obliged to play a matadore; though if spadille be led, and you hold manille or basto unguarded, you must play it; also if manille is led, and you have basto unguarded, that must be played.

1. The first thing, after seeing the cards, is, to ask leave; to pass; or play *sans prendre*; and if you name a wrong trump, you must abide by it.

2. If all the players pass, he who holds spadille is obliged to play (called Forced Spadille;) but if he does not make three tricks, is not basted.

3. The player, who calls a king, ought to have a fair probability of winning three tricks, to prevent being basted.

4. Therefore, such games only are set down, as give a fair chance to win by calling a king with directions at the end of each what to lead.

CALCULATIONS NECESSARY FOR THOSE WHO HAVE MADE SOME PROGRESS IN THE GAME.

1. What are the odds that my partner holds one out of any two cards?

Ans. That he holds one card out of any two certain cards, is about 5 to 4 in his favour; and if you hold one matadore, those odds are in your favour that your partner holds one of the other two, and consequently you may play your game accordingly.

Again, suppose you call a king, having a knave and one small card of another suit in your hand, you have 5 to 4 in your favour that your partner holds either the king or queen of that suit; and

consequently have the odds in your favour to win a trick in the same.

2. What are the odds that my partner holds one out of any three certain cards?

Ans. That he holds one out of any three certain cards, is about 5 to 2 in his favour; and if you have no matadore, but with the assistance of one of them have great odds to win the game; observe, that it is about 5 to 2 that your partner holds one of them, you having none.

This calculation may be applied to many other cases.

GAMES IN RED, CALLING A KING.

1. Spadille, manille, two small hearts or diamonds, the queen of clubs, and one small one, and four small cards of the other suits. Lead a small trump.

2. Spadille, manille, two small hearts or diamonds, with the knave and two small clubs, and three small cards of the other suits. Lead a small trump.

3. Spadille, manille, two small hearts or diamonds, three small clubs, and three small cards of the other suits. Lead a small trump.

4. Spadille, punto, king, queen, and one small heart or diamond, three small clubs, the queen, and one spade. Lead punto.

5. Spadille, punto, king, knave, and one small heart or diamond, the knave and two small clubs, and two small spades. Lead punto.

6. Spadille, king, queen, knave, and one small heart or diamond, with the queen, knave and one small club, and two small spades. Lead the king of trumps.

7. Spadille, three, four, five, and six of hearts

or diamonds, king of clubs and one more, queen and two small spades; when you have the lead play a small trump; in the second lead play spadille.

8. Manille, basto, punto, and two small hearts or diamonds, three small clubs, and the knave and one spade. Lead manille.

9. N. B. Manille, basto, king and two small hearts or diamonds, queen and one small club, and three small spades. Lead manille.

10. N. B. Manille, basto, queen, and two small hearts or diamonds, queen and two small clubs, knave and one spade. Lead manille.

11. Manille, basto, with the three smallest hearts or diamonds, queen and one small club, knave and two small spades. Play a small trump.

12. N. B. Manille, punto, king, and two small hearts or diamonds, queen, knave, and one small club, king, and one small spade. Lead manille.

13. Manille, punto, queen, and two small hearts or diamonds, queen and one small club, king and two small spades. Play a small trump.

14. Manille, punto, and three small hearts or diamonds, knave and one small club, king, queen, and one small spade. Play a small trump.

15. Manille, and the four smallest hearts or diamonds, queen and one small club, king, queen, and one small spade. Play a small trump.

16. N. B. Basto, punto, king, and two small hearts or diamonds, king and queen of clubs, queen and two small spades. Lead basto.

17. N. B. Basto, punto, queen, and two small hearts or diamonds, queen, knave, and one small club, king and queen of spades. Lead basto.

18. N. B. Basto, punto, and three of the smallest hearts or diamonds, king and queen of clubs,

queen, knave and one small spade. Play a small trump.

19. Basto, and the four smallest hearts or diamonds, king and queen of clubs, queen, knave, and one small spade. Play a small trump.

20. N. B. Punto, king, queen, and two small hearts or diamonds, king and queen of clubs, queen, knave, and one small spade. Lead punto.

21. Punto, king, and three small hearts or diamonds, king, and queen of clubs, queen, knave and one small spade. Play a small trump.



GAMES IN BLACK, CALLING A KING.

1. Spadille, manille, and two small clubs or spades, the knave and two small hearts, and three small diamonds. Lead a small trump.

2. N. B. Spadille, manille, and two small clubs or spades, queen and two small hearts, and three small diamonds. Lead a small trump.

3. Spadille, manille, and two small clubs or spades, three small hearts, three small diamonds. Lead a small trump.

4. N. B. Spadille, king, queen, and two small clubs or spades, with the queen and one small heart, three small diamonds. Lead the king of trumps.

5. Spadille, king, knave, and two small clubs, queen and two diamonds, two small hearts. Play a small trump.

6. Spadille, queen, and three small clubs or spades, queen and two small hearts, two small diamonds. Play a small trump.

7. Spadille, and the four smallest clubs or spades,

king and one small heart, queen and two small diamonds. Play a small trump.

8. Manille, basto, king, and two small clubs or spades, three small hearts, and two small diamonds. Lead manille.

9. Manille, basto, queen, and two small clubs or spades, three small hearts, queen and one small diamond. Lead manille.

10. Manille, basto, knave, and two small clubs or spades, knave and one heart, three small diamonds. Lead manille.

11. Manille, basto, and three small clubs or spades, queen and two small hearts, knave and one small diamond. Lead manille.

12. N. B. Manille, king, queen, and two small clubs or spades, king and one small heart, queen, knave, and one small diamond. Lead manille.

13. N. B. Manille, king, knave, and two small clubs or spades, king, and one small heart, queen and two small diamonds. Lead manille.

14. Manille, king, and three small clubs or spades, queen and two small hearts, king and one small diamond. Play a small trump.

15. Manille, and the four smallest clubs or spades, king, queen, and one small heart, two small diamonds. Play a small trump.

16. N. B. Basto, king, queen, and two small clubs or spades, queen and two small hearts, king and one small diamond. Lead basto.

17. N. B. Basto, king, knave, and two small clubs or spades, knave and one heart, king and two small diamonds. Lead basto.

18. N. B. Basto, king, and three small clubs or spades, king and queen of hearts, queen and two small diamonds. Play a small trump.

19. Basto, and four of the smallest clubs or spades, king and queen of hearts, queen,

knave and one small diamond. Play a small trump.

20. N. B. King, queen, knave, and two small clubs or spades, king and queen of hearts, knave and two small diamonds. Lead the king of trumps.

21. King, queen, seven, six, and five of clubs or spades, king and queen of hearts, queen, knave, and one small diamond. Lead the king of trumps.

Those cases, both in red and black, marked thus (N. B.) are very good games to play, and you have the odds on your side to win those which are not marked.

N. B. Call to your strongest suit, except you have a queen guarded. And if you are elder hand, you have a fairer chance to win the game than if middle, because leading a trump frequently makes your adversaries play against each other.

THE ODDS OF WINNING THE FOLLOWING GAMES, SANS PRENDRE; AND ALSO SUCH AS OUGHT NOT TO BE PLAYED SANS PRENDRE.

Games in Black, Elder Hand, and leading Trumps.

1. THREE matadores in clubs, king and six of diamonds, king and six of hearts, king, five, and six of spades. The above game wins 27 to 4.

2. Three matadores, and the three of clubs, king and six of diamonds, king and six of hearts, two small spades. Wins 215 to 162, or about 4 to 3.

3. Three matadores, three and four of clubs, king and six of diamonds, three small hearts. Wins 291 to 86, or above 10 to 3.

4. Three matadores, with three, four, and five of clubs, two small diamonds, two small hearts. Wins near 10 to 1.

5. Spadille, manille, king, knave, three and four of clubs, two small diamonds, two small hearts. Wins 4895 to 3022, or about 8 to 5.

6. Spadille, manille, king, three, four, and five of clubs, two small diamonds, two small hearts. Wins about 8 to 5.

7. Spadille, manille, king, three and four of clubs, king and six of diamonds, three small hearts. Loses 1514 to 1125, or about 4 to 3.

8. Spadille, manille, three, four, five, and six of clubs, two small diamonds, two small hearts. Loses 1514 to 1125, or about 4 to 3.

9. Spadille, manille, three, four, and five of clubs, king, and one small diamond, three small hearts. Loses 2234 to 405, or about 11 to 2.

10. Three false matadores, and three of clubs, king and six of diamonds, king and six of hearts, king and six of spades. Wins 215 to 162, or about 4 to 3.

11. Three false matadores, three and four of clubs, king and six of diamonds, king, six, and five of hearts. Wins 291 to 86, or above 10 to 3.

12. Three false matadores, three, four, and five of clubs, king and six of diamonds, two small hearts. Wins 1025 to 106, or near 10 to 1.

13. Manille, basto, queen, three, four, and five of clubs, king and one small diamond, two small hearts. Wins 4895 to 3022, or above 8 to 5.

14. Manille, basto, knave, three, four, and five of clubs, king and one small diamond, two small hearts. Loses 4162 to 3755, or almost 10 to 9.

15. Spadille, three, four, five, and six of clubs, king and one small diamond, king of spades, king and one small heart. Lead a small trump, and the chance is 1749 to 890, or near 2 to 1.

16. Spadille, three, four, five, six, and seven of

clubs, king and one diamond, king of spades, king of hearts. Wins about 275 to 2.

17. Manille, king, queen, two small spades or clubs, king, and a small heart, queen, knave, and one small diamond.

18. Manille, king, knave, two small spades or clubs, king and a small heart, queen and two small diamonds.

19. Basto, king, queen, two small spades or clubs, queen and two small hearts, king and a small diamond.

20. Basto, king, knave, two small clubs or spades, king and queen of diamonds, queen and two small hearts.

Games in Red, Elder Hand, and leading Trumps.

1. THREE matadores in hearts, king and one diamond, king and one spade, king and two clubs. Wins 24 to 11, or about 2 to 1.

2. Three matadores, and three of hearts, king and one small diamond, king and queen of clubs, two small spades. Wins 7010 to 1661, above 4 to 1; besides the chance that the kings and queen pass, though he should not fetch out all the trumps.

3. Three matadores, and three and four of hearts, king and one small club, three diamonds. Wins almost 4 to 3.

4. Three matadores, three, four, and five of hearts, two small diamonds, two small clubs. Wins 291 to 86, or above 10 to 3.

5. Spadille, manille, punto, queen, three, and four of hearts, two small diamonds, two small clubs. Loses 1706 to 1339, or above 5 to 4.

6. Spadille, manille, punto, three, four, and five of hearts, two small diamonds, two small clubs. Loses 1514 to 1125, or above 4 to 3.

7. Spadille, manille, king, three, four, and five of hearts, two small diamonds, two small clubs. Loses 278 to 99, or about 14 to 5.

8. Spadille, manille, three, four, five, and six of hearts, two small diamonds, two small clubs. Loses above 3 to 1.

9. Spadille, manille, three, four, five, and six of hearts, king and one club, two small diamonds. Wins 1845 to 794, or above 9 to 4.

10. Spadille, manille, deuce, three, four, five, six of hearts, two small diamonds, one small club. Wins above 9 to 1, nearer 10 to 1.

11. Four matadores in hearts, king and two small clubs, king and two small spades. Wins about 16 to 1. That he fetches out the trump is 7206 to 1465, near 5 to 1; besides the chance that the kings pass, though the trump should not fall.

12. Three false matadores, and three of hearts, king and one small club, king and one diamond, king and one small spade. Loses 5791 to 2880, or above 2 to 1.

13. Three false matadores, three and four of hearts, king and one club, king and two spades. Wins 215 to 162, or about 4 to 3.

14. Three false matadores, three, four, and five of hearts, king and one small club, two small spades. Wins 291 to 86, or above 10 to 3.

15. Three false matadores, with the knave, three, four, and five of hearts, one small diamond, two small spades. Wins 1025 to 106, near 10 to 1; provided the lead comes into your hand a second time, without trumping with a matadore.

16. Three false matadores, with the queen, three, four and five of hearts, one small diamond, two small clubs. (As the former) wins near 10 to 1.

17. Manille, basto, king, three, four, and five

of hearts, king and one diamond, two small clubs. Loses 1514 to 1125, or about 4 to 3.

18. Manille, basto, queen, three, four and five of hearts, king and one club, two small spades. Loses 278 to 99, or near 3 to 1.

19. Manille, basto, three, four, five, and six of hearts, king and one diamond, two small clubs. Loses 2639 to 405, or about 6 to 1.

20. Spadille, deuce, three, four, five, and six of hearts, king and one diamond, the kings of spades and clubs. That spadille fetches out three trumps is above 4 to 1, and consequently above 4 to 1 for winning.

21. Spadille, three, four, five, and six of hearts, king and one diamond, king and one spade, and the king of clubs. That three sure tricks in trumps lie against the player, is 1384 to 1255, and consequently the odds are against him. He must lead a small trump; for if he plays spadille, he has no chance. At his second lead he ought to play spadille.

22. Three matadores, three, four, and five of diamonds, two small hearts, and two small spades or clubs.

23. Manille, basto, punto, three and four of diamonds or hearts, king and one spade, king and two clubs.

24. Manille, basto, punto, knave, three, four, and five of diamonds, a small heart, and two small clubs or spades.

25. Manille, basto, punto, queen, three, four, and five of diamonds, a small heart, and two small clubs or spades.

In all the games of false matadores, it is supposed the player is not over-ruffed or trumped before the lead comes again into his hand.

N. B. If it should be 5 to 4 for winning a *sans prendre* game, consider that calling a king makes a sure game, besides the chance of a *vole*; and, therefore, upon a strict calculation, it is more advisable to call a king.

THE LAWS OF THE GAME OF QUADRILLE.

1. THE cards are to be dealt to the right hand, by fours and threes, and no otherwise; and the dealer is at liberty to begin by four or three; if in dealing there should come one or more faced cards, there must be a new deal, unless the last card.

2. If there are too many or too few cards in the pack, there must be a new deal.

3. He who deals wrong, is to deal again.

4. He who has asked leave is obliged to play.

5. No one is basted for playing out of turn; but the card played may be called at any time in that deal, provided it does not cause a renounce; or either of the adversaries may demand the partner of him who played out of his turn, or his own partner, to play any suit he thinks fit.

6. The three matadores cannot be forced by an inferior trump, but the superior forces the inferior, when led by a first player.

7. A player naming any suit for trumps, must abide by the same.

8. Whosoever plays with eleven cards, is basted.

9. If you play *sans prendre*, or have matadores, they should be demanded before the next dealer has finished, otherwise you lose the benefit.

10. Any person naming his trump, without asking leave, is obliged to play *sans prendre*, un-

less he is the younger hand, and all the rest have passed.

11. After the game is won, if the person who won the sixth trick, plays the seventh card, he is obliged to play for the *vole*.

12. If you have four kings dealt, you are at liberty either to call a queen to one of your kings, except the queen of trumps; or to call one of your own kings.

13. If any person separates a card from the rest, he ought to play it, if the adverse party has seen the same, unless he plays *sans prendre*.

14. If the king called, or his partner plays out of his turn, the *vole* is not to be played for.

15. No person is to be basted for a renounce, unless the trick is turned and quitted; and if any renounce is timely discovered, should the player happen to be basted by such renounce, all the parties are to take up their cards, and play them over again.

16. Forced spadille is not obliged to make three tricks, nor is allowed to play for the *vole*.

17. Whoever undertakes playing the *vole*, has the preference of playing before him who offers to play *sans prendre* only.

18. If all parties agree to it, let the person have the preference of playing, who plays for the most tricks, which will prevent small games.

19. The ombre is entitled to know his king called, before he declares for the *vole*.

20. When six tricks are won, he who won the sixth ought to say, I play the *vole*; or, I do not play the *vole*; or, I ask ———, and nothing else.

21. He who wins the *vole*, is to take double the stake played for out of the pool.

22. He who asks leave (if elder hand), may

play *sans prendre*, in preference to any of the other players.

23. A player who has one or more kings, may call him or herself, but must win six tricks.

24. If you play the king surrendered, he must win six tricks who demands the king of any person.

25. He who has passed once (unless spadille) has no right to call afterwards ; also he who has asked is obliged to play, unless somebody else plays *sans prendre*.

26. If the ombre, or his friend, shew their cards before they have won six tricks, the adversaries may call their cards as they please.

27. Whoever has only asked leave, cannot play *sans prendre*, unless forced. •

28. You are at liberty to look at all the tricks turned when you are to lead, but not otherwise.

29. Whoever undertakes playing for the *vole*, and does not succeed, has a right to the stakes *sans prendre*, and matadores if he has them, having won his game.

30. Any person discovering his game, is not entitled to play for the *vole*.

31. If there happen to be two cards of the same sort, and found out before the deal is ended, the deal is void, but not otherwise.

32. Nobody is to declare how many trumps are played out.

33. He who calls and does not make three tricks, is to be basted alone, unless forced spadille.

A DICTIONARY OF QUADRILLE.

ALONE. See *Sans Appeller*, and *Sans Prendre*.

TO ASK LEAVE is to ask permission to play with a partner by calling a king.

BASTO, the ace of clubs, is always the third trump, and from which the following term is derived.

BASTE is a penalty, which consists in paying as many counters as there are down on the board; and is incurred either by renouncing, or by not winning, when you stand the game, which is called making the baste. Baste off the board, is when those who stand the game, don't gain above four tricks.

CHEVILLE is to be situated between the eldest hand and the dealer.

CODILL is when those who defend the pool, make more tricks than they who stand the game; the former are said to win codill, and the latter to lose it.

CONSOLATION is a claim, always paid by losers to those who win, whether by codill or remise.

DEVOLE is when he who stands the game does not gain a trick.

DO MORE is when any player having asked leave, is required by a younger hand either to pass or play alone.

DOUBLE. To play double, is to pay the game and the stake double, as well as the consolation, the *sans prendre*, the *matadores*, and the *devole*.

FORCE. The ombre is forced when a strong trump is played to weaken his hand, if he over-trumps; and he is likewise said to be forced, when upon asking leave, another by offering to play *sans prendre* compels him to play alone or pass.

FRIEND is the player who has the king or queen called.

GAME. To stand the game signifies either to call or play alone.

IMPASSE is playing when in cheville, the knave of a suit of which you have the king.

KING SURRENDERED. See *Roy Rendu*.

MANILLE is always the second trump; in black, the deuce of spades, or clubs; and, in red, the seven of hearts or diamonds.

MARK means the fish put down by the dealer.

MATADORES or **MATS** mean spadille, manille, and basto, the three first trumps. *False matadores* are any sequence of trumps, following the matadores regularly.

MILLE, a mark of ivory; stands for ten fish.

OMBRE is the name given to him who stands the game, either by calling or by playing *alone*, *sans appeller*, or *sans prendre*.

PARTY signifies the duration of the game, according to the number of tours agreed upon.

PASS is the term that is used when you have not a good hand to play.

PONTO or **PUNTO** is the ace of diamonds, when diamonds are trumps; or hearts, when they are trumps; and is then the fourth trump.

POOL. The pool consists of the fishes deposited for the deals, or the counters which are put down by the players, or the bastes that go on the game. To defend the pool, is to be against those who stand the game.

PRISE is the number of fish or counters given to each player at the beginning of the party.

REGLE is the order that is observed at the game; it is called, being in regle, when the ombre trumps the return of the king called.

REMISE is when they who stand the game do not make more tricks than they who defend the pool; and they then lose by remise.

RENOUNCE is not to follow the suit led, when you have it; it is also called a renounce, when,

not having any of the suit led, you win with a card that is the only one you have of that suit.

REPRISE, the same as Party.

REPORTER, the same as Remise.

ROY RENDU, the king surrendered; is the method of playing, when the king called is exchanged with the ombre, for which a fish is paid and some other card given by him who is with that to win the game alone.

SPADILLE is the ace of spades, always the first trump. *Forced Spadille* is when he who has it is obliged to play; all the other players having passed.

SANS APPELLER. That is, without calling, and is when you play without calling a king.

SANS PRENDRE. This term signifies the same as *sans appeller*. *Forced sans prendre* is, when, having asked leave, one of the other players offers to play *sans prendre*; in which case you are obliged either to play *sans prendre*, or to pass.

TENACE is to wait with two trumps, that must necessarily win when he that has two others is obliged to lead; such are the two black aces, with regard to manille and punto.

TOURS are counters put down by the winners, to mark the number of games played.

VOLE means gaining all the tricks either with a friend or alone.

ADDITIONS TO THE GAME AT QUADRILLE.

IN order to vary this game, some introduce the *Mediateur*, either with or without the *Favourite* suit; the first term signifies a king, which any person may demand, in order to play *sans prendre*, giving in return some other card, and a fish; but if the king is of the favourite suit, then two fish

are to be paid. The favourite suit is determined either by drawing a card or otherwise fixing upon a suit at the commencement of the party; and during the whole game, each player, asking leave in that, has a preference before others who have a good hand in a different suit, unless a mediateur is demanded, then it takes the lead; and if in the favourite suit, first; those who play alone, without the mediateur, precede even that, and, when in the favourite, take place of all.

Solitaire quadrille is where it is agreed not to call, but always play *sans prendre*, with or without the mediateur; and if in any deal no one can play alone, then the cards are to be dealt again, and such additions made to the stake as may have been settled.

Solitaire quadrille by three, or tredille, is excepting the king, throwing out all of one red suit, and the six of the other; each person playing on their own account, as at three-handed whist.

In Lancashire, where this game is very much in vogue, 'tis customary to play with a purchased king, and preferable suit (always hearts) in a manner similar to what in page 103 is stiled the Mediateur and Favourite-suit, as may be fully perceived by the following table of

REWARDS AT PREFERENCE.

1. An Ask-leave in a common suit: the same as at plain quadrille; viz. one a piece.
2. An Ask-leave in hearts: double from the pool, that is two a piece besides the aces; if matadores two a piece from the adversaries; double mats four a piece.
3. A Purchased-king in a common suit: one

from each antagonist ; mats two ; double mats three.

4. A Purchase in hearts : two from each ; mats four ; double mats six.

N.B. Pay two for the purchased-king, when the suit is in hearts.

5. A Solo, common suit : two from each ; mats three ; double mats four.

6. A Solo in hearts : four from each ; mats six ; double mats eight.

7. A Vole, common suit, with a friend : the game and five a piece out of the pool ; and from the adversaries two a piece ; if mats three ; double mats four.

8. A Vole in hearts : the game and ten each out of the pool ; four a piece from the adversaries ; with mats six ; double mats eight.

9. A Purchase-vole, common suit : the game and ten out of the pool ; three from each adversary ; mats four ; double mats five.

10. A Purchase-vole in hearts : the game and twenty out of the pool ; six a piece from the opponents ; mats eight ; double mats ten.

11. A Solo-vole, common suit : the game and twenty out of the pool, six from each antagonist ; mats seven ; double mats eight.

12. A Solo-vole in hearts : the game and forty out of the pool ; twelve from each adversary ; mats fourteen ; double mats sixteen.

13. A Baste in hearts : pay two a piece to the board, and put four more out of the pool ; if the next game be in hearts, take double out of the pool, but if in a common suit, only what lies upon the table, excepting the aces ; always pay double to a baste if it happens to be an eight board, and when basted with a friend-called, pay eight a piece, making the next a sixteen board ; should

another baste succeed, pay thirty-two, and the next sixty-four.

N. B. In common suits never take any more than what lies on the table, excepting the aces, nor pay more for a baste unless in hearts, and then in that suit always pay and receive double.

A Baste off the board is always paid out of the pool; if in playing alone you are basted off, upon an eight or sixteen board, the adversaries are to receive four or eight a piece, and so on in proportion to the baste upon the table, but if in hearts double.

A Lost-vole in hearts: pay four to each adversary.

A Lost-vole with mats: four, that is, two to the two the adversaries should otherwise pay you.

A Lost-vole with double mats: the four to be returned you were to have received.

THE
GAME OF PIQUET.

PIQUET is played by two persons, with thirty-two cards: the ace, king, queen, knave, ten, nine, eight, and seven of each suit. The ace is the superior, and equal to eleven points; the king ranks above the queen, and the queen above the knave, &c. The three court cards are each equal to ten points; the ten, ten; the nine, nine; and so of the rest, each counting for as many points as it hath pips.

The game consists of 101 points; to begin which, shuffle the pack of cards; then the two players are to cut, the lowest of which deals, as there is a great advantage in being elder hand. The dealer then shuffles the cards, and presents them to his adversary, who may also shuffle, but the dealer must have the last shuffle, and then give them to be cut by his adversary; but if he should scatter them, or cut but one off, or leave but one at the bottom, the dealer may mix and shuffle them again; this done, the dealer is to give twelve a-piece, by two at a time, and the eight cards which remain must be played upon the table, and are called the talon or stock.

In this game there are three chances, viz. the repique, the pique, and the capot, all which may

be made in one deal ; as thus, suppose one of the players hath four tierce-majors, his point good, and he eldest hand : he begins by counting three for his point, twelve for his four tierce-majors, which make fifteen ; fourteen for the four aces, fourteen kings and fourteen for queens, with sixty for the repique, make one hundred and seventeen, thirteen in playing the cards, are one hundred and thirty, and forty for the capot, is one hundred and seventy : this stroke, perhaps, has never happened ; but it is just if it ever doth.

To pique the adversary, you must be elder hand ; for if youngest, your adversary counts one for the first card he plays, and then you having counted twenty-nine in hand, even if you then take the first trick, will not authorise you to count sixty, but only thirty.

The *carte blanche* precedes every thing, then follow the point, the *huitièmes*, the *septièmes*, the *sixièmes*, the quints, the quarts, the tierces, the four aces, kings, queens, knaves, or tens ; the three aces, kings, queens, knaves, or tens follow next ; then the points gained in playing the cards ; and the last is the ten for winning the cards, or the forty for the capot. After sorting the cards, the first thing to be considered is, whether you have a *Carte Blanche*, if so, let your adversary discard, and then when he is going to take in, lay your twelve cards on the table, counting them one after another.

The players having examined their hands, the elder hand takes not more than five cards which seem the least necessary for his advantage, and laying them aside, takes as many from the *talon* or heap left ; and the youngest hand may lay out three, and take in three from the *talon*.

In discarding, the first intention in skilful

players is, to gain the cards, and to have the point, which most commonly engages them to keep in that suit, of which they have the most cards, or that which is their strongest; for it is convenient to prefer, sometimes forty-one in one suit to forty-four in another, in which a quint is not made; sometimes, even having a quint, it is more advantageous to hold the forty-one, where if one card only is taken it may make it a quint-major, gain the point, or the cards, which could not have been done by holding the forty-four, at least without an extraordinary take-in. Also endeavour, in laying out, to get a quatorze, that is, four aces, kings, queens, knaves, or tens, each of which counts for fourteen, and is therefore called a quatorze; the fourteen aces hinder the counting fourteen kings, &c. and by that authority you may count a lesser quatorze, as of tens, although your adversary may have fourteen kings, &c. because the stronger (*viz.* the aces) annuls the weaker: and also, in the want of a lesser quatorze, you may count three aces, three kings, three queens, three knaves, or three tens. Three aces are better than three kings; and he who has them may by virtue thereof count his three tens, although the adversary may have three kings; in favour of a quatorze you count not only any lesser quatorze, but also all the threes which you have, except of nines, eights, and sevens. The same is to be observed in regard to the huitièmes, septièmes, sixièmes, quints, quarts, and tierces, to which the player must have regard in his discarding, so that what he takes in may make them for him.

The Point being selected, the eldest hand declares what it is, and asks if it is good: if his

adversary has not so many, he answers *it is good*; if he has just as many, he answers *it is equal*; and if he has more, he answers *it is not good*; for whoever has the point, whether eldest or youngest, counts it first; but if the points are equal, neither can count: it is the same when the players have equal tierces, quarts, quints, &c. and whoever should hold several other sequences, either of the same goodness or lesser, cannot count one.

After the elder hand hath counted the point, he should examine if he hath not any tierce, quart, quint, &c. and then see if he hath any either quatorze, or three of aces, kings, &c. that he may reckon them, if his adversary doth not hinder him by having better.

The points, the tierces, quarts, quints, &c. are to be shewn on the table, that their value may be seen and reckoned; but you are not obliged to shew quatorzes, or three aces, kings, queens, knaves, or tens.

After that each hath examined his game, and the eldest, by the questions asked, seen every thing that is good in his hand, he begins to reckon. The *carte blanche* is first reckoned, then the point, next the sequences, and lastly the quatorzes, as well as threes of aces, kings, &c. after which he begins to play his cards, for each of which he counts one, except it is a nine or an inferior one.

After the elder hand hath led his first card, the younger shews his point, if it is good, also the sequences, quatorzes, or threes of aces, kings, &c. and having reckoned them all together, he takes the first trick if he can with the same suit, and counts one for it; if he cannot, the other turns the trick and continues; and when the

younger hand can take the trick, he then may lead which suit he pleases.

A good player is principally known from an indifferent one, by his manner, and it is not possible to play without knowing the strength of the game; that is to say, by your own hand you should know what your adversary may hold, and what he must have discarded, and taking great notice what he hath shewn or reckoned. There are no trumps at piquet, but the highest card of the same suit takes the trick.

If the elder hand has the misfortune to have neither point, sequence, quatorze, or threes which are good, he must begin to count by playing that card which he judges most proper, and continue, until his adversary has played a superior, to gain the lead in his turn. This method must be continued till all the twelve cards are played, and he who takes the last trick counts two. Then each player counts how many tricks he has taken, and he who hath the most reckons the cards; but, if they are equal, neither side can count any thing for the cards.

As soon as any deal is finished, each player should mark how many points he hath made, and so proceed until the game is completed; and after every deal the cards must be shuffled and cut for the next: each player takes his turn, unless the game is concluded in one deal.

When you begin another game, the cards must be cut afresh for the deal, unless it is agreed upon, at first, that the deal shall go on.

TERMS USED AT PIQUET.

CAROT is when either of the players makes every trick, for which he scores forty.

Cards signify the majority of tricks, which reckon for ten points.

Carte Blanche means a hand without a court card in the twelve dealt, which counts for ten, and takes place of every thing else.

Huitième, eight successive cards of the same suit, counts eighteen points.

Pique is when the elder hand has reckoned thirty in hand, and plays before the adversary has gained one; in which case, instead of thirty, it is called sixty, adding thereto as many points as are obtained above thirty.

Point, the greatest number on the cards of the same suit in hand, after having taken in, reckoned by their pips, scores for as many points as cards.

Quart, four cards in sequence of the same suit counts four points: there are five kinds of quarts, the first called quart-major, consists of ace, king, queen, and knave; the second, quart from a king, of king, queen, knave, and ten; the third, quart from a queen, of queen, knave, ten, nine; the fourth, quart from a knave, of knave, ten, nine, eight; the fifth, a basse-quart or quart-minor, of ten, nine, eight, and seven.

Quatorze, the four aces, kings, queens, knaves, or tens, scores fourteen points.

Quint means five cards of the same suit in sequence, and reckons fifteen points: there are four sorts of quints; a quint-major of ace, king, queen, knave, and ten, down to knave, ten, nine, eight, and seven, stiled a quint-minor.

Repique signifies when one of the players counts thirty or more in hand, before the adversary obtains one, then 'tis called ninety, reckoning as many points above ninety as were gained above thirty.

Sixième or six cards of the same suit in sequence, reckons for sixteen points: there are three sorts of *sixièmes*, viz. *sixième-major* from the ace, *sixième* from the king, and *sixième-minor* from the queen.

Septième or seven of the same suit in sequence, counts for seventeen points, there are two *septièmes*, one from the ace, the other from the king.

Threes of aces, &c. down to tens, reckon three points.

Talon or *Stock* means the eight remaining cards after twelve are dealt to each player.

Tierce or sequence of three, reckons for three: there are six kinds of *tierces*, *terce-major*, of ace, king, queen; down to nine, eight, seven, stiled *terce-minor*.

MR. HOYLE'S GAME OF PIQUET.

1. **PLAY** by the stages of your game; that is, when behind your adversary, play a pushing game, otherwise you ought to make twenty-seven points elder-hand, and thirteen points younger-hand; and always compare your game with your adversary's, and discard accordingly.

2. Discard in expectation of winning the cards, which generally make twenty-two, or twenty-three points difference; therefore don't discard for low quatorze, such as four queens, four knaves, or four tens, because in any of these cases the odds are three to one, elder-hand, and seventeen to three, younger-hand, that you do not succeed; for if you throw out an ace or a king, you run the risk of losing above twenty points, in expectation of winning fourteen.

3. At the beginning of a party, play to make your game, which is twenty-seven points elder-hand, and thirteen points younger-hand: suppose you are elder-hand, and have a tierce-major, and the seven of any suit, it is five to two but that you take in one out of any four certain cards; therefore if you have three queens, three knaves, or three tens, discard one of them preferably to the seven of such a suit, because it is 3 to 1 that you do not take in any one certain card, elder-hand, to make you a quatorze, and consequently you would discard the seven to great disadvantage.

4. If your adversary is considerably before you in the game, the consideration of the cards must be put quite out of the question; therefore suppose you should have a quart to a queen, or to a knave; it is only about 5 to 4, being elder-hand, but that you take in a card to make you a quint, and about three to one but that you take in a queen, a knave, or ten; and should you have three of either dealt you, push for the game, particularly if it is so far advanced as to give you but little chance in another deal; and in this, and other cases, have recourse to the calculations ascertaining the odds.

5. Gaining the point, generally makes ten difference; therefore when you discard endeavour to gain it, but do not risk losing of the cards.

6. Saving of your lurch, or lurching your adversary, is so material, that you ought always to risk some points to accomplish either of them.

7. If you have six tricks, with any winning card in your hand, play that card; because at least, you would play 11 points to 1 against yourself by not so doing, unless in play you discover what cards your adversary has laid out.

8. If you are greatly advanced in the game, as 80 to 50, in that case let your adversary gain two points for one as often as you can, especially if in the next deal you are to be elder-hand; but if on the contrary you are to be younger-hand, and are 86 to 50 or 60, never regard losing two or three points for the gaining of one, because that point brings you within your shew.

9. The younger-hand is to play upon the defensive; therefore, in order to make his thirteen points, he is to carry tierces, quarts, and especially strive for the point: but suppose him to have two tierces, from a king, queen, or knave, as it is twenty-nine to twenty-eight that he succeeds, he having in that case four certain cards to take in to make him a quart to either of them, and, perhaps, thereby save a pique, &c. he ought preferably to go for that which he has the most chance to succeed in; but if he has three queens, knaves, or tens, and should attempt to carry any of them preferably to the others, the odds that he does not succeed being 17 to 3 against him, he consequently discards to a great disadvantage.

10. The elder or younger hand should sometimes sink one of his points, a tierce or three kings, queens, knaves, or tens, in hopes of winning the cards; but that is to be done with judgment, and without hesitating.

11. It is often good play for a younger hand not to call three queens, knaves, &c. also to sink one card of his point, which his adversary may suppose to be a guard to a king or queen.

12. The younger-hand having the cards equally dealt him, is not to take in any card, if thereby he runs the risk of losing them, unless he is very backward and has then a scheme for a great game.

13. If the younger-hand has a probability of saving or winning the cards by a deep discard; as, for example, suppose he should have the king, queen, and nine, and the king, knave, and nine of a suit; in this case he may discard either of those suits, with a moral certainty of not being attacked in them; and the odds that he does take in the ace of either of those suits being against him, it is not worth while to discard otherwise in expectation of succeeding.

14. The younger-hand having three aces dealt him, it is generally best to throw out the fourth suit.

15. The younger-hand is generally to carry guard to his queen-suits, in order to make points, and save the cards.

16. When the younger-hand observes that the elder-hand, by calling his point, has five cards, which will make five tricks in play, and may also have the ace and queen of another suit, he should throw away the guard to the king of the same, especially if he has put out one of that suit, which will give him an even chance of saving the cards.

17. If the elder-hand has a quart to a king dealt him with two other kings and queens, and is obliged to discard either one of his quart to the king, or a king or queen, the chance for taking in the ace or nine to his quart being one out of two certain cards, is exactly equal to the taking either a king or a queen, having three of each dealt him; therefore he is to discard in such a manner as gives him the fairest probability of winning the cards. This may be a general direction in all cases of the like nature, either for the elder or younger hand.

18. Suppose the elder-hand has taken in his

five cards, and has ace, king, and knave of a suit, having discarded two of the same; and has also the ace, king, knave, and two small cards of another, but no winning cards in the other suits, he then should always play from that of which he has the fewest in number; because, if his adversary proves guarded there, probably he is unguarded in the other; but should the elder-hand lead from the suit of which he has the most, and find his adversary's queen guarded, in that case he has no chance to save or win the cards.

19. If the elder-hand is sure to make the cards equal, by playing in any particular manner, and is advanced before his adversary in the game, he should not risk losing them; but if his adversary is greatly before him, in that case his interest is to risk losing of the cards, in expectation of winning them.

PARTICULAR RULES AND CASES.

1. SUPPOSE you, elder-hand, have dealt you a quart-major, with the seven and eight of clubs, and king and ten of diamonds, the king and nine of hearts, with the ten and nine of spades; then if you throw out one card of your point, there is a possibility that you reckon only five, and that your adversary may win the cards, by which he gets eleven points, besides his three aces, &c. which gives you a bad chance for the game; but by leaving a card, and admitting that one card of consequence lies in the five which you are entitled to take in, it follows, that you have four chances to one against leaving that particular card, and consequently it is your interest to leave a card: the odds are also greatly in your favour,

that you take in some one of the following in your four cards, viz. there are two to your points, three aces, and one king.

2. If you should happen to have the ace, king, and four small cards of any suit, with two other kings, and no great suits against you, the like method of the former case may be practised.

3. Suppose you have the king, queen, and four of the smallest clubs, the king and queen of diamonds, the ace and knave of hearts, and the king and nine of spades, throw out the queen and four small clubs, and carry three entire suits with the king of clubs; for this reason, because the chance for your taking in the fourth king is exactly the same as the chance of taking in the ace of clubs; in either of which cases it is 3 to 1 against you: but if you fail of taking in the fourth king, you by discarding thus, have a fair chance to win the cards, which will probably make twenty-two points difference. But should you discard with an expectation of taking in the ace of clubs, and happen to fail, you being obliged to throw out some of your great cards, would have a very distant chance of either saving or winning the cards.

4. Suppose you should have the king and queen of clubs, a tierce-major in diamonds, queen and knave of hearts, and a quint from the knave of spades, throw out the quint from a knave in order to make the most points; because, admit that your quint is good for every thing after you have taken in, you in that case only score nineteen points if you carry it, and you probably give the cards up, and also the chance of the quatorze of queens, besides a great number of points in play.

5. Suppose you have the king, queen, seven,

eight and nine of clubs; the queen and knave of diamonds; the queen, ten, and nine of hearts, with the ace and nine of spades, discard the king, seven, eight, and nine of clubs, and the nine of spades; by which you do not only go for three suits, but have the same chance for taking in the fourth queen, as you would have to take in the ace of clubs; besides, the probability of winning the cards is greatly in your favour.

6. Suppose you have the queen, ten, nine, eight, and seven of clubs: the knave and ten of diamonds; the king, queen, and knave of hearts, with the ace and nine of spades, discard the five of clubs; because it is 3 to 1 that you do not take in the knave of clubs; and carrying three entire suits gives you a fairer chance to score more points.

7. Suppose you have the ace, queen, and knave of clubs; the king, queen, and knave of diamonds; the queen and knave of hearts with the ten, nine, eight, and seven of spades, discard the ace of clubs and the four spades, because it is only 5 to 4 but that you take in a queen or knave; it is also about 3 to 2 that you take in an ace: you have also three cards to your tierce to a king to take in, viz. the ace and ten, or the ten and nine, to make you a quint; all which circumstances considered, you have a fair probability of making a great game: whereas, by throwing out the four spades only, you run the risk of leaving one of the following cards, viz. the king of clubs, the ace of diamonds, the ace, queen, or knave of spades; in any of which cases you would probably lose more points than by throwing out the ace of clubs; and if you should carry two suits, viz. three clubs, three diamonds, and the queen of hearts, you run the risk of putting out fourteen points; and it is only 5 to 4 against your

taking in a queen or a knave, and therefore you would discard to a great disadvantage.

8. Suppose you have the king, queen, and ten of a suit, and your adversary has the ace, knave, and one small card of the same; and that you have only those three cards left, and are to make three points of them; play the ten.

9. Suppose you have the ace, queen, ten, and nine of clubs, also the king, queen, ten, and nine of diamonds, carry the king, queen, ten, and nine of diamonds; because the chance of taking in the ace or knave of diamonds is exactly equal to that of taking in the king or knave of clubs; by which manner of discarding you may perhaps score fifteen points for your quint in diamonds, instead of four for the quart in clubs; and the chance for winning the cards is better; because, by taking in the ace of diamonds you have seven tricks certain, which cannot happen by taking in the king of clubs.

10. Suppose you have four aces and two kings dealt you younger-hand; in order to capot the elder-hand, make a deep discard, such as the queen, ten, and eight of a suit; by which, if you happen not to take in any card to such suit, you may probably capot the adversary.

11. Suppose elder-hand, that you have the ace, queen, seven, eight, and nine of clubs, also the ace, knave, seven, eight, and nine of diamonds, carry the ace, knave, seven, eight, and nine of diamonds; because taking in the king of diamonds is equal to the taking in the king of clubs, and consequently as good for winning the cards; but you have the chance of taking in the ten of diamonds to make you fifteen points, which cannot happen by taking in any one certain card in clubs.

12. Suppose elder-hand, that you have the ace, queen, seven, eight, and ten of clubs, also the ace, knave, seven, eight, and ten of diamonds, carry the ace, knave, seven, eight, and ten of diamonds, for the reasons given in No. 11.

13. Suppose you have the ace, queen, ten, and two more of any suit; also the ace, queen, and ten of another only, and that your adversary has shewn six cards for his point: suppose the ace, queen, and four small ones, and you are guarded in that suit; as soon as you have the lead, play from the suit of which you have the fewest for the reason stated in case 18 page 116, because thereby you may obtain the cards; but if your opponent is guarded in both suits, you have no chance to win.

COMPUTATIONS TO DISCARD WELL.

1. THE chance of an elder-hand taking in one certain card, is 3 to 1 against him.

2. That of his taking in two certain cards, is 18 to 1 against him.

3. The odds that an elder-hand takes in four aces, are against him 968 to 1; three of them is about 33 to 1, two of them 3 to 1; one of them 2 to 5.

4. If an elder-hand has one ace dealt him, the odds that he takes in the other three are, against him 113 to 1; two of them about 6 to 1; one of them 2 to 3.

5. If an elder-hand has two aces dealt him, the odds that he takes in the other two are against him 18 to 1; one of them is near 5 to 4 against him, or 21 to 17.

6. In case the elder-hand has two aces and two kings dealt, the odds that he takes in either the two aces or two kings, are against him about 17 to 2.

7. Elder-hand having neither ace nor king dealt him, his chance to take in both an ace and a king in two cards, is against him about 11 to 1; in three cards 4 to 1; in four cards 9 to 5; in five cards 33 to 31.

8. The odds that a younger-hand takes in two certain cards are against him 62 to 1. The odds of three certain cards are against him 1139 to 1.

9. The younger-hand having no ace dealt, the chance for his taking one is against him 28 to 29.

10. If the younger-hand has one ace dealt, the odds of taking in two of the three remaining aces are against him about 21 to 1; one of them 3 to 2.

11. The odds that a younger-hand takes in one certain card are against him 17 to 3. The odds of a carte-blanche are against him 1791 to 1.

EXPLANATION OF THE FOREGOING CALCULATIONS.

1. As by the first calculation it is 3 to 1 that, being elder-hand, you do not take in one certain card; you have, therefore, a better chance of advancing your game, by carrying two suits for points and the cards, than by aiming at quatorze of queens, knaves, or tens.

2. Second calculation, to take in two certain cards elder-hand, is 18 to 1 against you. Therefore suppose you have a quart-major, and two other aces dealt, the odds that you do not take in the ten to your quart-major, and the other ace, are eighteen to one against you; but that you take in one of them, is only twenty-one to seventeen against you. And suppose you have three aces

and three kings dealt, the odds are eighteen to one against taking in the other ace and the other king; yet it is not much above 5 to 4 but that you take in one of them.

3. The odds in taking in four certain cards, as four aces, &c. is 968 to 1 by the third calculation. But to take in three cards out of any four certain cards, elder-hand, is only 33 to 1 against you. Suppose you have two aces and two kings dealt, the odds of taking in three of them out of four certain cards, such as two kings and one ace, or two aces and a king, are 33 to 1 against you. But suppose you should want to take in any two out of four certain cards, being elder-hand, it appears by the calculation to be only 3 to 1 against you; though, if you only want one card out of the four, the odds are 5 to 2 in your favour that you take it in. Therefore, if you have four tens, or any inferior quatorze dealt, and no ace, it is great odds in your favour, that, being elder-hand, you take in one ace, and ought to play your game accordingly; for you must always consider the disadvantage either of losing the cards, or running the risk of a capot, by spoiling your hand with keeping four tens when they are not good.

4. By the fourth calculation; if you have one ace dealt you, it is 113 to 1 that you do not take in three others; 49 to 8, or about 6 to 1, that you do not take in two out of three; but that you take in one out of the three, is about 3 to 2 in your favour, or 137 to 91. As for example. You have a quart from a king, and two kings more dealt; as it is 3 to 2 that you take in either ace or nine to your quart, or the fourth king, and as you have the chance of reckoning fourteen or fifteen points by this method of discarding, you ought to play accordingly.

But if you discard with an expectation of taking in two out of three certain cards, the odds against such an event being above 6 to 1, your game must indeed be very desperate if you discard for that purpose. The chance of taking in three certain cards, being 113 to 1, is very distant; yet even such does happen sometimes.

5. The fifth calculation is, that if you have two aces dealt, it is 18 to 1 that you do not take in the other two, but only 21 to 17 that you do not take in one of them. Suppose you have a quart-major dealt, and a quart to a king, and are greatly behind your adversary, to take in the ten to your quart-major is 3 to 1; but to take in the ace or nine to your quart to the king, is only about 5 to 4 against you. Also by the same rule, suppose you have three kings and three queens dealt, the odds of taking in both a king and a queen, are 18 to 1; but that of taking one of them, is only about 5 to 4 against you.

6. As by the sixth calculation, it is 17 to two that you do not take in two certain cards out of four, such as two kings, two queens, &c. you must not, therefore, confound this with the third calculation, where the odds are not above 3 to 1 that you take in two cards out of the four.

7. Having neither an ace nor a king dealt, the odds of taking in both an ace and a king are, in two cards, about 11 to 1 against you; in three cards 4 to 1; in four cards 9 to 5; in five cards 33 to 31.

The foregoing calculation is either for the elder or younger-hand. Suppose the younger-hand to have two quatorzes against him, it is not above 4 to 1 but that he takes in one of each of them. The rule may serve for any other eight certain cards.

8. As by the eighth calculation, it is 62 to 1 that the younger-hand does not take in two certain cards, he ought not therefore to run the hazard of so great a chance, but when the game is desperate.

9. By the ninth calculation, it is 29 to 28 that the younger-hand takes in one ace, having none dealt him; the calculation is the same for any one out of four certain cards. Suppose you have two quarts dealt from the king or queen of any suit, it is the same odds of 29 to 28, but that you take in a card to make one of them a quint; as also, that you take in either ace, king, queen, or knave of any one suit, when a pique or repique is against you.

10. The tenth calculation is, that if the younger-hand has one ace dealt, it is 21 to 1 that he does not take in two aces, and about 3 to 2 that he does not take in one of them; which holds good in the taking in any three other certain cards. Therefore, suppose, that as it is but 3 to 2 against the younger-hand taking in one card out of three to save a pique, or a repique, it would generally be good play either to throw one from his point, or discard a king, &c. for the chance of such an event.

11. By the eleventh calculation it is 17 to 3 younger-hand, against taking in any one certain card; therefore the odds of not succeeding in this case are so great, that it ought not to be attempted, especially if the winning or saving the cards is risked by so doing.

CURIOUS AND INSTRUCTIVE CASES.

1. SUPPOSE you are younger hand, and have

M 3

the queen, knave, seven, eight, and nine of clubs ; also the seven and eight of diamonds, the seven of hearts, and the ten, nine, eight, and seven of spades ; and that the elder-hand has left a card ; carry the five clubs and the four spades, and leave a card ; and by taking in the ace, king, and ten of clubs, you repique your adversary.

2. Suppose you have eight clubs, the ace and king of diamonds, the ace of hearts, and the ace of spades. The younger-hand may have a *carte-blanche*, by having three quarts from a ten, which reckon first, and therefore is not repiqued.

3. The highest number to be made of a pique, is 82 points. The cards which compose that number are, a quart-major in clubs, a quart-major in diamonds, ace, king, and ten of hearts, with the ace of spades. This is only upon supposition that the quart-major is good for every thing.

4. The highest number to be made of a repique and capot, is 170 points. The cards which compose that number are, the four tierce-majors, which are supposed to be good for every thing.

5. Suppose you are elder-hand, and want 8 points of the game, and the younger-hand wants 23 ; and you have dealt the ace, king, and queen of clubs ; the ace, king, and ten of diamonds ; the ace, knave, and nine of hearts ; the knave, nine, and seven of spades ; to prevent any possibility of the younger-hand making 23 points, and he is not to reckon *carte-blanche*, you are to discard the king and queen of clubs, and knave, nine, and seven of spades, by which method of discarding you are certain to make 8 points before the younger-hand can make 23 points.

6. Suppose you have the ace, queen, and knave of clubs, with the king and ten of diamonds ; and

your adversary has the ace, queen and knave of diamonds, and the king and ten of clubs, he being to lead, is to make 5 points, or to lose the game. To prevent him from making 5 points, when he plays his king of clubs, you are to play the ace; by which means he can only make 4 points.

7. A and B play a party at piquet, and are one game each of the party. A has it in his power to win the second; but then he is younger-hand at the beginning of the next game. A has it also in his power to reckon only 99 points of the second game, and B is to be 70; it is A's interest to win the second game, in the proportion of 14 to 13 in his favour.

SOME COMPUTATIONS FOR LAYING WAGERS.

1. It is 5 to 4 that the elder-hand wins the game.

2. It is about 3 to 1 that the elder-hand does not lurch the younger-hand.

3. It is near 4 to 1 that the younger-hand does not lurch the elder-hand.

SUPPOSE A AND B MAKE A PARTY AT PIQUET.

1. A has the hand: the odds that A wins the party are about 23 to 20.

2. If A has one game, and B one, the eldest-hand has above 5 to 4 to win the party.

3. If A has two games love before they cut for the deal, the odds are about 4 to 1 that he wins the party.

4. If A has two games love, and has the hand, the odds are about 5 to 1 that he wins the party.

5. If B has the hand when A is two love, the odds in favour of A are about 7 to 2.

6. If A has two games, and B one, before they cut, the odds in favour of A are about 2 to 1.

7. If A has the hand, and two games to one, the odds are about 11 to 4.

8. If B has the hand, when A has two games to one, the odds in favour of A are about 9 to 5.

9. If A is one game love, and elder-hand, the odds in favour of A are about 17 to 7.

10. If A has one game love, and younger-hand, the odds in favour of A are about 2 to 1.

LAWS OF THE GAME OF PIQUET.

1. THE elder-hand is obliged to lay out at least one card.

2. If the elder-hand takes in one of the three cards which belong to the younger-hand, he loses the game.

3. If the elder-hand, in taking his five cards, should happen to turn up a card belonging to the younger-hand, he is to reckon nothing that deal.

4. If the elder or younger-hand plays with thirteen cards, he counts nothing.

5. Should either of the players have thirteen cards dealt, it is at the option of the elder-hand to stand the deal or not, and if he chooses to stand, then the person having thirteen is to discard one more than he takes in; but should either party have above thirteen cards, then a new deal must take place.

6. If the elder or younger-hand reckons what he have not, he counts nothing.

7. If the elder-hand touches the stock after he has discarded, he cannot alter his discard.

8. If a card is faced, and it happens to be discovered, either in the dealing or in the stock,

there must be a new deal, unless it be the bottom card.

9. If the dealer turns up a card in dealing, belonging to the elder-hand, it is in the option of the elder-hand to have a new deal.

10. If the younger-hand takes in five cards, it is the loss of the game, unless the elder-hand has left two cards.

11. If the elder-hand calls 41 for his point, which happens to be a quart-major, and it is allowed to be good, and only reckons 4 for it, and plays away, he is not entitled to count more.

12. If the elder-hand shews a point, or a quart, or tierce, and asks if they are good, and afterwards forgets to reckon any of them, it bars the younger-hand from reckoning any of equal value.

13. Carte-blanche counts first, and consequently saves piques and repiques. It also piques and repiques the adversary, in the same manner as if those points were reckoned in any other way.

14. Carte-blanche need not be shewn till the adversary has first discarded; only the elder-hand must bid the younger-hand to discard for carte-blanche: which after he has done, shew your blanche by counting the cards down one after another.

15. You are to cut two cards at the least.

16. If the elder-hand calls a point, and does not shew it, it is not to be reckoned; and the younger-hand may shew and reckon his point.

17. If you play with eleven cards, or fewer, no penalty attends it.

18. If the elder-hand leaves a card, and after he has taken in, happens to put to his discard the four cards taken in, they must remain with his discard, and he only play with eight cards.

19. If the younger-hand leaves a card or cards,

and mixes it with his discard before he has shewn it to the elder-hand, who is first to tell him what he will play, the elder-hand is entitled to see his whole discard.

20. If the younger-hand leaves a card or cards, and does not see them, nor mixes them to his discard, the elder-hand has no right to see them; but then they must remain separate whilst the cards are playing, and the younger-hand cannot look at them.

21. If the younger-hand leaves a card or cards, and looks at them, the elder-hand is entitled to see them, first declaring what suit he will lead.

22. If the dealer deals a card too few, it is in the option of the elder-hand to have a new deal; but if he stands the deal, he must leave three cards for the younger-hand.

23. In the first place, call your point; and if you have 2 points, if you design to reckon the highest, you are to call that first, and are to abide by your first call.

24. You are to call your tierces, quarts, quints, &c. next; and to call the highest of them, in case you design to reckon them.

25. You are to call a quatorze preferably to three aces, &c. if you design to reckon them.

26. If you call a tierce, having a quart in your hand, you must abide by your first call.

27. Whoever deals twice together and discovers it previous to seeing his cards, may insist upon his adversary dealing, although the latter may have looked at his cards.

28. Should the pack be found erroneus in any deal, that deal is void; but the preceding deals are valid.

29. The player who at the commencement does not reckon or shew carte-blanc, his point, or

any sequence, &c. is not to count them afterwards.

30. No player can discard twice, and after he has touched the stock, he is not allowed to take any of his discard back again.

31. When the elder-hand does not take all his cards, he must specify what number he takes or leaves.

32. Whosoever calls his game wrong and does not correct himself before he plays, is not to reckon any thing that game; but the adversary is to reckon all he has good in his own game.

33. Any card that has touched the board is deemed to be played, unless in case of a revoke.

34. If any player names a suit, and then plays a different one, the antagonist may call a suit.

35. The player who looks at any card belonging to the stock, is liable to have a suit called.

THE GAME OF QUINZE.

THIS is a French game, usually played by only two persons, admired for its simplicity and fairness, depending entirely upon chance, being soon decided, and not requiring that attention which most other games on the cards do, and therefore calculated for those who love to sport upon an equal hazard.

It is called quinze from fifteen being the game, made in the following manner: first, the cards must be shuffled by the players, and when they have cut for deal, which belongs to him who cuts the lowest, the dealer has the privilege to shuffle last: this being done, the adversary cuts, after

which the dealer gives one card to his adversary, and one to himself: if the adversary does not like his card, he has a right to have as many more given to him, one after the other, the pips of which will make 15, or come nearest to it, which are usually given from the top of the pack: for example, if he should have a deuce, and draws a five, which make 7, he should go on again in hopes of coming nearer to 15; if he draws an eight, which makes just 15, and being elder-hand, he is sure of winning the game: but if he overdraws himself, and makes above 15, he loses, unless the dealer does the same, in which case it is a drawn game, and they double the stakes; thus going on till one of them has won the game by standing, and being 15, or the nearest to it, but below that number, &c. At the end of each game the cards are put up and shuffled, and the players cut for deal, the elder-hand constantly having the advantage.

THE GAME OF VINGT-UN.

VINGT-UN, or twenty-one, very much resembles Quinze; may be played by two or more people, and as the deal is advantageous, and often continues long with the same person, it is usual to determine it at the commencement by the first ace turned up, or any other mode that may be agreed upon.

The cards must all be dealt out in succession, unless a natural vingt-un occurs, and in the mean time the pone, or youngest-hand, should collect those that have been played, and shuffle them together ready for the dealer against the period

when he shall have distributed the whole pack. The dealer is first to give two cards, by one at a time, to each player, including himself, then to ask every person in rotation, beginning with the eldest-hand on the left, whether he stands or chuses another card, which if required, must be given from off the top of the pack, and afterwards another, or more if desired, till the points of the additional card or cards added to those dealt, exceed or make 21 exactly, or such a number less than 21 as may be judged proper to stand upon; but when the points exceed 21, then the cards of that individual player are to be thrown up directly, and the stake to be paid to the dealer, who also is in turn entitled to draw additional cards, and on taking a vingt-un is to receive double stakes from all who stand the game, except such other players likewise having 21, between whom it is thereby a drawn game: and when any adversary has a vingt-un, and the dealer not, then the opponent so having 21 wins double stakes from him; in other cases, except a natural vingt-un happens, the dealer pays single stakes to all whose numbers under 21 are higher than his own, and receives from those who have lower numbers; but nothing is paid or received by such players as have similar numbers to the dealer; and when the dealer draws more than 21, he is to pay to all who have not thrown up.

Twenty-one, whensoever dealt in the first instance is stiled a *Natural Vingt-un*, should be declared immediately, and entitles the possessor to the deal, besides double stakes from all the players, unless there shall be more than one natural vingt-un, in which case the younger-hand or hands so having the same, are excused from

paying to the eldest, who takes the deal of course.

N. B. An ace may be reckoned either as 11 or 1: every court-card is counted as 10, and the rest of the pack according to their points.

The odds of this game merely depend upon the average quantity of cards likely to come under or exceed 21; for example, if those in hand make 14 exactly, it is 7 to 6 that the one next drawn does not make the number of points above 21, but if the points be 15, it is 7 to 6 against that hand; yet it would not therefore always be prudent to stand at 15, for as the ace may be calculated both ways, it is rather above an even bet that the adversary's two first cards amount to more than 14. A natural vingt-un may be expected once in seven coups when two, and twice in seven when four people play, and so on according to the number of players.

THE GAME OF LANSQUENET.

THIS game may be played by almost any number of people, although only one pack of cards is used at a time, during each deal. The dealer, who has rather an advantage, begins by shuffling the cards, and having them cut by any other person of the party; after which he deals out two cards on his left-hand, turning them up; then one for himself, and a fourth, which he places in the middle of the table for the company, called the *rejouissance* card. Upon this card any, or all of the company, except the dealer, may put their money, either a limited or

unlimited sum, as may be agreed on, which the dealer is obliged to answer, by staking a sum equal to the whole that is put upon it by different persons. He continues dealing, and turning the cards upwards, one by one, till two of a sort appear: for instance, two aces, two deuces, &c. which in order to separate, and that no person may mistake for single cards, he places on each side of his own card; and as often as two, three, or the fourth card of a sort come up, he always places them, as before said, on each side of his own. Any single card the company has a right to take and put money upon, unless the dealer's own card happens to be double, which often occurs by this card being the same as one of the two cards which he first of all dealt out on his left-hand. Thus he continues dealing till he brings either their cards, or his own. As long as his own card remains undrawn he wins; and whichever card comes up first, loses. If he draws or deals out the two cards on his left, which are called the hand-cards, before his own, he is entitled to deal again; the advantage of which is no other, than being exempted from losing when he draws a similar card to his own immediately after he has turned up one for himself.

This game is often played more simply without the *rejouissance* card, giving every person round the table a card to put money upon. Sometimes it is played by dealing only two cards, one for the dealer, and another for the company.

THE GAME OF FARO.

FARO, Pharo, Pharaoh, or Pharaon, is very similar to Basset, a game formerly much in vogue.

RULES OF THE GAME.

The banker turns up the cards from a complete pack, deliberately, one by one, laying them alternately, first to his right for the bank, and then to his left hand for the punter, till the whole are dealt out.

The punter may, at his option, set any number of stakes, agreeable to the sum limited, upon one or more cards chosen out of his livret, from the ace to the king inclusive, either previous to dealing the cards, or after any quantity of coups are made, or he may masque his bets, or change his cards whenever he pleases, or finally decline punting, except an event is unsettled when not above eight cards are undealt.

The banker wins when the card equal in points to that on which the stake is set turns up on his right hand, but loses when it is dealt to the left.

The punter loses half the stake when his card comes out twice in the same coup.

The last card neither wins nor loses.

The last card but one is called hocly, and forms part of the banker's gain; but now is frequently given up, and generally so in the last deal.

When by accident or design the pack happens to contain more or less than fifty-two cards, or should the last coup be found deficient, owing to any misdeal, however arising, whether discovered at the end or during the game, the bank must

then pay every stake depending at the period when the error is detected, which payment must also be made if the cards are thrown up.

The dealer should hold the cards close in his hand, and always be prepared to inform any punter how many cards remain.

The first card is never valid till the second is dealt.

No person but the dealer or croupier should ever meddle with the cards, unless to cut them.

A paroli, &c. may be purchased by paying a sum equivalent to the stake.

METHOD OF PLAY.

THE *tailleur* and *croupier* sit opposite each other, at a large oval table covered with a green cloth, on which is a line marked by coloured tape, or a wooden rim about an inch high, and eight from the edge of the table, for the purpose of separating those cards punted on from the others. Money is placed either loose in a well, or done up in *rouleaus*. The *tailleur* is to deal, while the *croupier* pays and receives, guards against errors, and shuffles another pack of cards.

The game may be played by any number of persons, each punter being furnished with a *livret*, from which having chosen a card, or cards, and placed the same on the table, just within the line, putting the stake, either thereon, or upon other cards placed face downwards at the head of those betted on. The stakes are answered by the banker, who usually limits the sums according to his capital; and at public tables has generally two or more *croupiers*. Then the dealer having previously counted and shuffled the cards, and had them cut by a punter, should hold the

pack tight in his hand, and shew the bottom card as a caution to avoid punting on it near the conclusion of the game, and to prevent mistakes, a similar card, with the corners cut off, is usually laid in the middle of the table; next he says play, and proceeds to deal slowly, first to the right, afterwards to the left, mentioning every one as he goes on, and stopping between each two cards, while the croup settles the event.

When a punter gains, he may either take his money or paroli: if he wins again, he may play sept and le va: should he then prove successful, he can paroli for quinze & le va; afterwards for trente & le va; and, finally, for soixante & le va, which is the highest chance in the game. Should the punter not like to venture so boldly, he may make a paix or pont; afterwards a double or treble paix, &c. or a single, double, or treble paix-paroli. When doublets are dealt, the punter may either pay or make a pli.

A reckoning may be kept of the number of times each card is dealt, by properly placing a livret and bending the corners of similar cards, one way for the punter, another way for the dealer.

TERMS USED AT FARO.

BANKER; the person who keeps the table.

COCKING. See *Paroli*.

COUCHE or **ENJEU**; *the Stake*.

COUP; *A Stroke or Pull*. Any two cards dealt alternately to the right and left.

CROUPIER; *Croup*. An assistant to the dealer.

DOUBLET. Is when the punter's card is turned up twice in the same coup, then the bank wins half the stake. A single paroli must be taken down, but if there are several, only one retires.

HOCLY; *A Certainty*. Signifies the last card

but one, the chance of which the banker claims, and may refuse to let any punter withdraw a card when eight or less remain to be dealt.

LIVRET; A small Book. A suit of thirteen cards, with four others called **FIGURES**, viz. one, named the little figure, has a blue cross on each side, and represents ace, deuce, tray; another yellow on both sides, styled the yellow figure, signifies, four, five, six; a third with a black lozenge in the centre, named the black figure, stands for seven, eight, nine, ten; and a red card, called the great or red figure, for knave, queen, king: these figures are useful for those who punt on several cards at once.

L'UNE POUR L'AUTRE; One for the other. Means a drawn game, and is said when two of the punter's cards are dealt in the same coup.

MASQUE. Signifies turning a card, or placing another face downwards, during any number of coups, on that whereon the punter has staked, and which he afterwards may display at pleasure.

OPPOSE'; The Opposite Game. Is reversing the game, and having the cards on the right for the punter, and those on the left for the dealer.

PAIX; Peace. Equivalent to double or quits; is, when the punter having won, does not chuse to paroli and risque his stake, but bends or makes a bridge of his card, signifying that he ventures his gains only. A double paix is, when the punter having won twice, bends two cards one over the other. Treble paix, thrice, &c. A paix may follow a sept, quinze, or trente, &c.

PAIX-PAROLI. Is when a punter has gained a paroli, wishes then to play double or quits, and save his original stake, which he signifies by doubling a card after making his first paroli;

double-paix-paroli succeeds to winning a paix-paroli; treble-paix-paroli follows double, &c.

PAROLI OR PAROLET; Double. Sometimes called *Cocking*, is when a punter, being fortunate, chuses to venture both his stake and gains, which he intimates by bending a corner of his card upwards.

PLI; Bending. Is used when a punter, having lost half his stake by a *doublet*, bends a card in the middle, and setting it up with the points and foot towards the dealer, signifies thereby a desire either of recovering the moiety, or of losing all.

PONT; A Bridge. The same as *Paix*.

PONTE OR PUNT; A point. The punter or player.

QUINZE & LE VA; Fifteen and it goes. Is when the punter having won a sept, &c. bends the third corner of the card, and ventures for 15 times his stake.

SEPT & LE VA; Seven, &c. Succeeds the gaining of a paroli, by which the punter being entitled to thrice his stake, risks the whole again, and, bending his card a second time, tries to win seven-fold.

SOIXANTE & LE VA; Sixty-three, &c. Is when the player having obtained a trente, ventures all once more, which is signified by making a fifth paroli, either on another card, if he has parolied on one only before, or by breaking the side of that one which contains four, to pursue his luck in the next deal.

TAILLEUR; The Dealer. Generally the banker.

TRENTE & LE VA; One and Thirty. Follows a quinze, &c. when the punter again tries his luck, and makes a fourth paroli.

ODDS AT THE GAME OF FARO.

THE chances of doublets vary according to the

number of similar cards remaining among those undealt.

The odds against the punter increase with every coup that is dealt.

When twenty cards remain in hand, and the punter's card but once in it, the banker's gain is 5 per cent.

When the punter's card is twice in twenty, the banker's gain is about the 34th part of the stake.

When the punter's card is thrice in twenty, the banker's gain is about 4 per cent.

When the punter's card is four times in twenty, the banker's gain is nearly the 18th part of the stake.

When only eight cards remain, it is 5 to 3 in favour of the bank; when but six are left, it is 3 to 1; and when no more than four, it is 3 to 1.

TABLE EXHIBITING THE ODDS AGAINST WINNING
ANY NUMBER OF EVENTS SUCCESSIVELY.

Applicable to Hazard, Billiards, Faro, Rouge & Noir, or other Games of Chance.

That the punter wins or loses the first time is an even bet. That he does not win twice together is, 3 to 1; three successive times, 7 to 1; four successive times, 15 to 1; five successive times, 31 to 1; six successive times, 63 to 1; seven successive times, 127 to 1; eight successive times, 255 to 1; nine successive times, 511 to 1; ten successive times, 1023 to 1; and so on to any number, doubling every time the last odds, and adding one for the stake.

N. B. A punter plays on the square by placing a stake, referring to both at the head of two cards that have been dealt thrice each, and neither of which is the bottom one.

A TABLE FOR FARO.

Whereby the several Advantages of the Banker, in whatever Circumstances he may happen to be, is seen sufficiently near at the first view.

| Number of Cards in the Stock. | The Number of Times the Punter's Card is contained in the Stock. | | | |
|-------------------------------|--|----|----|----|
| | 1 | 2 | 3 | 4 |
| 52 | ** | ** | ** | 50 |
| 50 | ** | 94 | 65 | 48 |
| 48 | 48 | 90 | 62 | 46 |
| 46 | 46 | 86 | 60 | 44 |
| 44 | 44 | 82 | 57 | 42 |
| 42 | 42 | 78 | 54 | 40 |
| 40 | 40 | 74 | 52 | 38 |
| 38 | 38 | 70 | 49 | 36 |
| 36 | 36 | 66 | 46 | 34 |
| 34 | 34 | 62 | 44 | 32 |
| 32 | 32 | 58 | 41 | 30 |
| 30 | 30 | 54 | 38 | 28 |
| 28 | 28 | 50 | 36 | 26 |
| 26 | 26 | 46 | 33 | 24 |
| 24 | 24 | 42 | 30 | 22 |
| 22 | 22 | 38 | 28 | 20 |
| 20 | 20 | 34 | 25 | 18 |
| 18 | 18 | 30 | 22 | 16 |
| 16 | 16 | 26 | 20 | 14 |
| 14 | 14 | 22 | 17 | 12 |
| 12 | 12 | 18 | 14 | 10 |
| 10 | 10 | 14 | 12 | 8 |
| 8 | 8 | 11 | 9 | 6 |

USE OF THE FOREGOING TABLE.

I. To find the gain of the banker when there are thirty cards remaining in the stock, and the punter's card twice in it. In the first column seek for the number answering to 30, the number of cards remaining in the stock: over against it, and under 2, at the head of the table, you will find 54, which shews that the banker's gain is the 54th part of the stake.

II. To find the gain of the banker when but ten cards are remaining in the stock, and the punter's card thrice in it. Against 10, the number of cards, in the first column, and under number 3, you will find 12, which denotes that the banker's gain is the 12th part of the stake.

III. To find the banker's profit when the punter's cards remain twice in twenty-two. In the first column find 22, the number of cards over against it under figure 2, at the head of the table, you find 38, which shews that the gain is one 38th part of the stake.

IV. To find the banker's gain when eight cards remain, and the punter's card thrice among them. In the first column seek for 8, on a line with which under the 3 stands the figure of 9, denoting the profits to be 1-9th, or 2s. 4d. in the guinea.

COROLLARY 1. From the table it appears, that the fewer cards there are in the stock, the greater is the gain of the banker.

COROLLARY 2. The least gain of the banker under the same circumstance is, when the punter's card is but twice in hand, the next greater when three times, still greater when but once, and the greatest of all when four times. The

profit of the banker is 3 per cent. upon all the sums adventured, supposing the punters to stop when only six cards remain, but with hocly it is full 5 per cent.

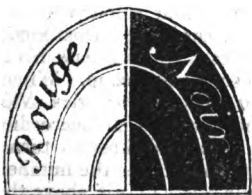
THE GAME OF ROUGE ET NOIR.

ROUGE et Noir, or *Red and Black*, is a modern game, so styled, not from the cards, but from the colours marked on the tapis or green cloth with which the table is covered.

The first parcel of cards played is usually for noir, the second for rouge, though sometimes the cards are cut to determine which shall begin. All the terms of this game are French, and that language is used in playing. Any number of persons may play, and the punters may risk their money on which colour they please, placing the stakes in the outer semicircle; but after the first card is turned up, no other stakes can be laid for that coup.

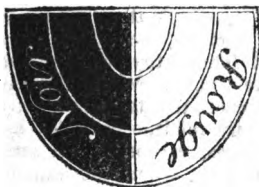
The tailleur and croupier being seated opposite each other, with a basket for receiving the cards of every coup after dealing, placed on the middle of the table. The tailleur then passing round six packs of cards to be shuffled and mixed confusedly all together by the company, afterwards finally shuffles them, and inserts all the end cards into various parts of the 312, till he meets with an honour, which being placed upright at the end, is offered to a punter, who, putting the same into any part of the pack, the tailleur there separates it, and lays that part which was below the said honour uppermost, and taking therefrom a handful of cards, and placing a weight upon the

Un Tapis



Tailleur.

Croquier



Verd

remainder, proceeds to deal, taking afterwards other parcels from the heap as they may be wanted, till all are dealt out. He looks at the first card, and puts its face downwards; two others, one red, the other black, are then laid back to back, and that placed conspicuously uppermost which is of a similar colour with the said first card; these two cards are turned according to the colour of that card which afterwards may be first dealt in each succeeding coup. When the stakes are deposited, the *tailleur* cries *Noir*, turns the top card, and places each succeeding one in a row, till the points of those so turned shall exceed 30; he then declares the numbers, at *trente & une, one and thirty*; or, if above that, up to 40 he only says, *deux, trois, quatre, cinq, six, sept, huit, neuf, two, three, four, five, six, seven, eight, nine*, and when *forty, quarante*.

Another parcel is then dealt in a similar mode for rouge, and the punters win who had staked on that colour, the points for which were 31 or nearest to it, which the *tailleur* declares, by saying *rouge gagne, Red wins*; or *rouge perd, Red loses*. These two parcels, one for each colour, make a coup. When the same number is dealt for each, the *tailleur* says, *apres, after*, which forms *un refait, or Doublet*, by which neither party loses, except 'tis *un refait trente & un, one-and-thirty*, when the *tailleur* wins half the stakes punted on each colour, which half the punters may either pay, or have their stake moved into the middle semicircles of the colour they then choose, called *la premiere prison, the first prison*, to be determined by the next event, whether they lose all or are set at liberty; but if *un refait second trente & un, a second Doublet of one and thirty*, should occur in the next succeeding

deal, the punters lose only one half of their remaining moiety, making three-fourths of their original stakes, and are removed into the smallest semicircle, stiled *la seconde prison*, *the second Prison*, and the next coup determines whether the punter loses all, or is to be removed again into *la premiere Prison*.

Punters after winning may paroli, &c. and pursue their luck up to a soixante, as at Faro; but as no livrets are used at rouge et noir, they cannot make either paix or pont.

At this game a banker cannot refuse any stake not exceeding his fund; which the punter declares, by saying *Je va la Banque*, *Va la Banque*, or *Va Banque*, *I aim at the Bank*. Bankers generally furnish punters with slips of card paper, ruled in columns, each marked N or R at the top, on which accounts are kept by pricking with a pin, and when un refait happens, the same is denoted by running the pin through the middle line. Some bankers give up the profit of le refait during the first deal.

The odds against le refait being dealt, are reckoned 63 to 1, but bankers expect it twice in three deals, and there are generally from twenty-nine to thirty-two coups in each deal.

For the table exhibiting the odds against winning any number of events successively, see page 141.

THE GAME OF CRIBBAGE.

CRIBBAGE, a game differing from all others by its most immense variety of chances, and generally reckoned useful to instruct young peo-

ple in the science of calculation, is played several ways, either by two, three, or four persons, with five, six, or sometimes eight cards: the rules also vary a little in different companies: but the following are those most generally allowed of:

The dealer may discover his own cards, though if he shews any of the adversary's, that adversary is entitled to mark 2 points, and also at liberty to call a fresh deal.

Should too many cards be dealt to either party, the non-dealer may score 2 points, and likewise demand another deal, upon the error being detected previous to taking up the cards: but if he does not wish a new deal, in that case the extra cards must be drawn; and when any player is observed to have in hand more than the proper number of cards, then the opponent shall set up 4 points, and may also call a new deal.

If any player shall meddle with the cards after dealing, till the period of cutting them for the turn-up card, then his opponent shall score 2 points.

When any player scores more than entitled to, the other party should not only put him back as many points as are overmarked, but likewise score the same extra number for his own game.

Should either party meddle even with his own pegs unnecessarily, the opponent may take 2 points, and if any one takes out his front peg, he must place the same back behind the other; though when any are misplaced by accident, a by-stander should replace the same according to the best of his judgment, but never otherwise interfere.

When any player miscalculates, or neglects to set up what he is entitled to, the adversary is, in some companies, allowed to take the points so

omitted; but in others that is not done, the inattentive person being only prohibited from afterwards scoring them.

Each player may place his own cards, when done with, on the pack.

In five-card cribbage, the cards are to be dealt one by one alternately, but when played with six cards, then it is customary to give three, and if with eight cards, four at a time.

The non-dealer at the commencement of the game in five-card cribbage scores 3 points, called taking *three for last*, but in six and eight-card cribbage that is not to be done.

Some parties permit of flushes in play to be reckoned, when three or more cards of a suit are laid down successively, that is, the person playing the third card reckons 3, and the player laying down a fourth of the same suit scores 4, and so on if five, six or more can be played.

MODE OF PLAYING FIVE-CARD CRIBBAGE.

CRIBBAGE boards are so universally known, that it is unnecessary to describe them; and the 61 points or holes marked thereon make the game. The party cutting the lowest card deals, after which each player is first to lay out two of the five cards for the crib, which always belongs to the dealer; next the adversary cuts the remainder of the pack, and the dealer turns up and lays on the crib the uppermost card, for which, if a knave, he marks 2 points. The card turned up is to be reckoned by both parties, whether in shewing their hands or crib. After laying out and cutting as above mentioned, the eldest hand

plays a card which the other endeavours to pair, or to find one, the points of which reckoned with the first will make 15; then the non-dealer plays another card, trying to make a pair, pair-royal, sequence, flush where allowed of, or 15, provided the cards already played have not exceeded that number, and so on alternately till the points of the cards played make 31, or the nearest possible number under that.

When the party whose turn it may be to play cannot produce a card that will make 31, or come in under that number, he then says, *Go*, to his antagonist, who thereupon is entitled to score 1, and must play any card or cards he has that will make 31 or under; and if he can make exactly 31, then is to take two points; and besides, the last player has often opportunities to make pairs, or sequences. Such cards as remain after this, are not to be played; but each party having, during the play, scored his points gained, in the manner as directed before, proceeds, the non-dealer first, then the dealer, to count and take for his hand and crib as follows, reckoning the cards every way they can possibly be varied, and always including the turned-up card.

For every 15 2 points.

Pair, or two of a sort 2 points.

Pair-royal, or three of a sort.. 6 points.

Double pair-royal, or four ditto 12 points.

Sequence of any suits, according to the number.

Flushes according to the number.

Knave, or noddie, of the same suit as turned up, 1 point; but when turned up it is not to be reckoned again, nor is any thing to be taken for it when played.

N. B. Three cards of the same suit in hand, or

four in crib, usually entitle the player to reckon that number as a flush, and also one more when the turned-up card happens to be of the same suit; but among professed gamesters it is not customary to allow flushes in crib, unless all the cards, including that turned up, are of a similar suit.

In laying out cards for the crib, it is always requisite that every player should consider not only his own hand, but also to whom the crib belongs, as well as the state of the game; for what might be proper in one situation would be highly imprudent in another. When any player possesses a pair-royal, it is generally advisable to lay out the other cards for either crib, unless those others consist of two fives, a deuce and trois, five and six, seven and eight, fifth and any tenth card, or the crib belonging to the adversary, or the game almost finished. A player, when he does not thereby materially injure his hand, should, for his own crib, lay out close cards, in hopes of making a sequence, or two of a suit, in expectation of a flush, or any that of themselves amount to 15, or such as reckoned with others will make that number, except when the antagonist is nearly up, and it may be expedient to keep such cards that probably might prevent him from gaining at play. The direct contrary method should be pursued in respect to the adversary's crib, which each person should endeavour to baulk, by laying out those cards that are not likely to prove of advantage, unless at such a stage of the game, when it may be of consequence to keep in hand cards likely to tell in play, or when the non-dealer would either be out by his hand, or has reasons for judging the crib of little moment. A king is the best card to baulk a crib, as none can form a sequence beyond

plays a card which the c
or to find one, the points
the first will make 15; th
another card, trying to
sequence, flush where allo
the cards already played h
number, and so on altern
the cards played make 31, c
number under that.

When the party whose t
cannot produce a card that
in under that number, he i
antagonist, who thereupon
1, and must play any card o
will make 31 or under; and
actly 31, then is to take two
the last player has often op
pairs, or sequences. Such ca
this, are not to be played; but
during the play, scored his po
manner as directed before, p
dealer first, then the dealer, t
for his hand and crib as follo
cards every way they can possi
always including the turned-up
For every 15

Pair, or two

Pair-royal

Double

Sequ

CRIBB
sequence
ace, six, se
put out
the play
own cr
a kna
it

or ball
should be
he retained
down in ord
other the table
a six first interve
quence of three if a dence
five, a sequence of six; then
any other card that will
played as the fourth, the
totally prevented.

Twenty-nine is the
that can be gained
crib, either in five
composed of three f
five, of the same
this very seldom h
an uncommon m
four threes and a
sixes; and so
experience w
almost

attention combined with calculation will soon do the whole. The chances are often so extraordinary and unexpected, that even between skilful gamesters it is possible at five-card cribbage, when the adversary is 56, for a lucky player, who had not previously made a single hole, to be more than up in two deals, his opponent getting no further than 60 in that time; and in four-hand cribbage a case may occur, wherein none of the parties hold a single point in hand, and yet the dealer and his friend, with the assistance of knave turned up, may make 61 by play in one deal, while their adversaries only get 24; and though these particular games, as stated hereafter, may not happen of many years, yet others nearly similar may now and then be met with.

Suppose A to be 56, and B, whose turn it is to deal, not having gained a single point, gives A one six, two sevens, a three, and a four, and to himself three sixes, a deuce, and a three, he laying out the deuce and three: A the three and four to the crib, for which the turn-up card proves another three. A then plays a seven, B a six, making 13; then A another six, making 19, and scores 2 for a pair; B a third six, making 25, and a pair royal, for which he scores 6

A not being able to come in B plays the fourth six making a double pair royal, with 2 for 31 14

A shews and marks 2 for the pair of sevens in his hand; B shews and sets up 12 for his hand, and 17 for crib 29

Second deal, A gives B three, four, and five of the same suit, with any two tenth cards; and to himself seven, eight, nine, and likewise two tenth cards; each person laying

| | |
|--|----|
| out his two tenth cards for the crib, and a three again turned up. B plays a four, A an eight, making 12, B a three, 15, and scores | 2 |
| A follows with the nine, making 24, B his five, 29, and the end hole | 1 |
| And scores also for his hand | 13 |

Making in all four more than game.. 65

| | |
|--|----|
| In the other case A and B play against C and D. A deals to every one a three, four, six, seven, and any tenth card, which last mentioned each, to play ju- diciously, should put out for the crib; then suppose a knave turned up, for which A and B score | 2 |
| C begins with a four. | |
| B pairs the same and sets up | 2 |
| D makes a pair-royal | 6 |
| A a double pair-royal | 12 |
| C then follows with a three. | |
| B pairs that also | 2 |
| D makes another pair-royal | 6 |
| A the double ditto, and end hole | 13 |
| C goes on with a seven, which | |
| B likewise pairs | 2 |
| D plays the third seven | 6 |
| A the fourth seven, and end hole again | 13 |
| C now plays his six. | |
| B pairs it | 2 |
| D makes the pair-royal again | 6 |
| A the double ditto, and end hole | 13 |

24 61

For the method of playing four-hand Cribbage
see p. 156.

ODDS OF THE GAME.

THE chances of points in a hand are calculated at more than 4, and under 5: and those to be gained in play are reckoned 2 to the dealer, and 1 to the adversary, making in all about 6 on the average, throughout the game; and the probability of those in the crib are estimated at 5; so that each player ought to make 16 in two deals, and onward in the same proportion to the end of the game; by which it appears that the first dealer has rather the advantage, supposing the cards to run equal, and the players likewise equally matched in skill. By attending to the above calculation any player may judge whether he is at home or not, and thereby play his game accordingly, either by making a push when he is behind and holds good cards, or by endeavouring to baulk the opponent when his hand proves indifferent.

IN FAVOUR OF THE DEALER.

| | |
|---|---------|
| Each party being even 5 holes going up, is 6 to 4 | |
| at 10 holes each..... | 12.. 11 |
| 15 each | 7.. 4 |
| 20 each | 6.. 4 |
| 25 each | 11.. 10 |
| 30 each | 9.. 5 |
| 35 each | 7.. 6 |
| 40 each | 10.. 9 |
| 45 each | 12.. 8 |
| 50 each | 5.. 2 |
| 55 each | 21.. 20 |
| 60 each | 2.. 1 |

When the dealer wants 3 and his opponent 4 5.. 4

In all situations of the game, till within 15 of the end, when the dealer is 5 points a head

3.. 1

But when within 15 of the end..... 3.. 1

And if the dealer wants 6, and the adversary 11

10.. 1

Should the dealer be 10 a head, it is 4 or 5.. 1

And near the end of the game, 10 or....12.. 1

When the dealer wants 16 and the antagonist 11

21..20

AGAINST THE DEALER.

Both players being even at 56 holes each, is 7 to 5

57 7.. 4

58 3.. 2

If the dealer wants 20, and his opponent 17.....

5.. 4

When the dealer is 5 points behind, previous to turning the top of the board..

6.. 5

When he is 31, and the antagonist 36....

6.. 4

When 36, and the adversary 41.....

7.. 4

EVEN BETTING.

When at 59 holes each player.

In all points of the game, till within 20 of the end, if the non-dealer is 3 a head.

The dealer wanting 14, and his antagonist 9

Ditto 11, Ditto 7

THREE OR FOUR-HAND CRIBBAGE differs only from the preceding, as the parties put out but one card each to the crib, and when 31, or near as can be, have been made, then the next eldest hand leads, and the players go on again, in rotation, with any remaining cards, till all are played out, before they proceed to shew. For three-hand cribbage triangular boards are used.

A sort of three-hand cribbage is sometimes

played, wherein one person sits out, not each game, but each deal in rotation. In this the first dealer generally wins.

SIX-CARD CRIBBAGE varies from that played with five, as the players (always only two) commence on an equality, without scoring any points for last, retain four cards in hand, and all the cards are to be played out, as in three and four-hand cribbage with five cards. At this game it is of advantage to the last player to keep as close cards as possible, in hopes of coming in for 15, a sequence, or pair, besides the end hole or 31. The first dealer is reckoned to have some trifling advantage, and each player may, on the average, expect to make 25 points in every two deals. The first non-dealer is considered to have a preference, when he gains 10 or more the first-hand, and the dealer not making more than his average number.

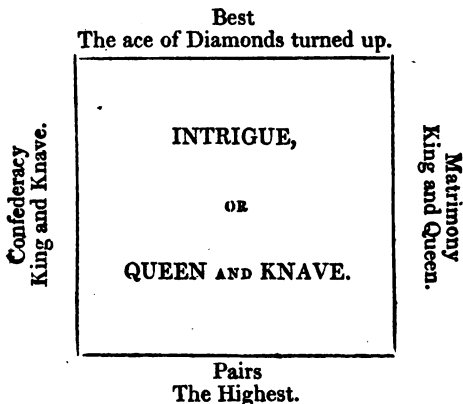
EIGHT-CARD CRIBBAGE is sometimes played; but very seldom.

These games of three and four-hand cribbage, and those of six or eight cards, are easier than that of five cards by two persons, and consequently are not near so much in vogue with professed gamesters.

Some ingenious people in London invented a game of chance they styled playing at cribbage by hackney coaches; that is, two persons seating themselves at a window in some great thoroughfare street, one would take all the coaches from the right, the other from the left: the figures on the doors of the carriages were reckoned as cards in shew, and every man or boy that happened to sit, stand, or hold at the back of any of them, was called a Noddy, and 1 scored for each.

THE GAME OF MATRIMONY.

MATRIMONY may be played by any number of persons from five to fourteen. This game is composed of five chances, usually marked on a board or sheet of paper, as follows :



N. B. The ace of diamonds turned up takes the whole pool, but when in hand ranks only as any other ace, and if not turned up, nor any ace in hand, then the king, or next superior card, wins the chance styled best.

The game is generally played with counters, and the dealer stakes what he pleases on each or any chance, the other players depositing each the same quantity, except one; that is, when the dealer stakes twelve, the rest of the company lay

down eleven each. After this, two cards are dealt round to every one, beginning on the left, then to each one other card turned up, and he who so happens to get the ace of diamonds sweeps all; if it is not turned up, then each player shews his hand, and any of them having matrimony, intrigue, &c. takes the counters on that point; and when two or more people happen to have a similar combination, the eldest hand has the preference, and should any chance not be gained, it stands over to the next deal.

THE GAME OF CASSINO.

CASSINO is generally played by four people, but occasionally by three or two; the points consist of eleven, and the lurch is six.

The points are thus calculated :

| | |
|---|-----------|
| That party which obtains the great cassino (or ten of diamonds) reckons | 2 points. |
| Ditto, little cassino (the deuce of spades) | 1 |
| The four aces one point each | 4 |
| The majority in spades | 1 |
| The majority of cards | 3 |
| Besides a sweep before the end of the game, when any player can match all on the board, reckons | 1 |

In some deals at this game it may so happen, that neither party wins any thing, as the points are not set up according to the tricks, &c. obtained, but the smaller number is constantly subtracted from the larger both in cards and points, and if they both prove equal, the game commences again, and the deal goes on in rotation :

when three persons play at this game, the two lowest add their points together, and subtract from the highest; but when their two numbers together either amount to or exceed the highest, then neither party scores.

LAWS.

THE deal and partners are determined by cutting, as at whist, and the dealer gives four cards by one at a time to every player, and either regularly as he deals, or by one, two, three or four at a time, lays four more face upwards on the board, and after the first cards are played, four others are to be dealt to each person till the pack is concluded; but it is only in the first deal that any cards are to be turned up.

The deal is not lost when a card is faced by the dealer, unless in the first round before any of the four cards are turned up on the table; but if a card happens to be faced in the pack before any of the said four are turned up, then the deal must be begun again.

Any person playing with less than four cards must abide by the loss, and should a card be found under the table, the player whose number is deficient is to take the same.

Each person plays one card at a time, with which he may not only take at once every card of the same denomination on the table, but likewise all that will combine therewith; as for instance, a ten takes not only every ten, but also nine and ace, eight and deuce, seven and three, six and four, or two fives: and if he clears the board before the conclusion of the game he scores a point, and whenever any player cannot pair or combine, then he is to put down a card.

The number of tricks are not to be examined

or counted before all the cards are played, nor may any trick but that last won be looked at, as every mistake must be challenged immediately.

After all the pack is dealt out the player who obtains the last trick sweeps all the cards then remaining unmatched on the table.

RULES.

THE principal objects are to remember what has been played ; and when no pairs or combinations can be made, to clear the hand of court cards, which cannot be combined, and are only of service in pairing or in gaining the final sweep : but if no court cards are left, it is best to play any small ones, except aces, as thereby combinations are often prevented.

In making pairs and combinations a preference should generally be given to spades, for obtaining a majority of them may save the game.

When three aces are out, take the first opportunity to play the fourth, as it then cannot pair ; but when there is another ace remaining, it is better even to play the little cassino, that can only make 1 point, than to risk the ace, which may be paired by the opponent, and make a difference of 2 points ; and if great cassino and an ace be on the board, prefer the ace, as it may be paired or combined, but great cassino can only be paired.

Do not neglect sweeping the board when opportunity offers ; always prefer taking up the card laid down by the opponent, also as many as possible with one ; endeavouring likewise to win the last cards or final sweep.

While great or little cassino is in, avoid playing either a ten or a deuce.

When you hold a pair, lay down one of them, unless when there is both a similar card on the table, and the fourth not yet out.

Attend to the adversaries score, and, if possible, prevent them from saving their lurch, even though you otherwise seemingly get less yourself, particularly if you can hinder them from clearing the board.

At the commencement of a game, combine all the cards possible, for that is more difficult than pairing; but when combinations cannot be made, do not omit to pair, and also carefully avoid losing opportunities of making tricks.

THE GAME OF CONNEXIONS.

THIS game may be played by either three or four people; if the former number, ten cards each are to be given; but if the latter, then only eight a piece, which are dealt and bear the same import as at whist, except that diamonds are always trumps here.

The connexions are formed as follow:

1st. By the two black aces.

2d. The ace of spades and king of hearts.

3d. The ace of clubs and king of hearts.

For the first connexion 2s. are drawn from the pool; for the second 1s.; and for the third, and by the winner of the majority in tricks, 6d. each is taken. These sums are supposing guineas staked, but when only silver is pooled, then pence are drawn.

A trump played in any round where there is a connexion wins the trick, otherwise it is gained by the player of the first card of connexion, and after a connexion any following player may trump without incurring a revoke, and also whatsoever suit may be led, the person holding a card of connexion is at liberty to play the same, but the others must, if possible, follow suit, unless one of them can answer the connexion, which should be done in preference.

No money can be drawn till the hands are finished, then the possessors of the connexions are to take first according to precedence, and those having the majority of tricks take last.

~~THE GAME OF REVERSI.~~

THE GAME OF REVERSI.

REVERSI is played by four persons, with every one a box, containing six contracts, reckoned as 48 fish each, twenty counters 6 fish each, and 32 fish, making in all 400 fish; likewise with two pools, called the great and the little quinola pools, (the great one to be under the little) which are always to be placed on the dealer's right hand. For this game the tens must be taken out from a pack of cards; the deal is to the right; three cards are given to each player the first round, and four to the dealer, afterwards always four, so that the non-dealers will have eleven cards each, and the dealer twelve, with three remaining, to be placed singly in the middle of the table opposite to each non-dealer, who is to put out a card, under the pools, and replace it with the card that is opposite to him on the table: the dealer likewise puts out one, but

does not take in : should, however, there be three remises or stakes in the pools, then it is in any player's option to take a card or not ; if he does not, he may see the card, before the same is placed to the discard ; then, previous to playing any card, the opposite parties exchange one with each other. The cards rank as at whist, and the points in the tricks are forty, each ace reckoning 4, king 3, queen 2, and knave 1.

The points in the discard, which form the *party*, reckon as in the tricks, except the ace of diamonds, and the knave of hearts, as great *quinola* ; the former reckoning 5, and the latter 4. The player having the fewest points wins the party. If two have the same number of points, then he who has the fewest tricks, has the preference ; if points and tricks are equal, then he who dealt last wins ; but he who has not a trick has the preference over a trick without points ; and the *espagnolette* played and won, gains the party in preference to the last dealer. When every trick is made by the same person, there is no party ; and this is called making the reversis.

The great *quinola* pool is to consist of twenty six fish, at the commencement, and to be renewed every time the same is cleared, or has fewer in it than the twenty-six ; this stake is attached to the knave of hearts, or great *quinola*, which cannot be put to the discard, unless there are three stakes, or a hundred fish in the pool. The little *quinola* pool, consisting of thirteen fish, attached to the queen of hearts, as little *quinola*, is to be renewed in the same manner, in proportion as the other, and the little *quinola* cannot be put to the discard, unless there are three stakes, or fifty fish in the pool. Each time either or both of the *quinolas* are placed, or played on a renounce,

they are entitled to the stakes attached to them, except when there are three stakes in the pool, then the great quinola is to receive a hundred fish, and the little quinola fifty : on the contrary, each time the quinolas are forced, *gergi* or *led out*, the stakes are to be paid in the same proportion as they would have been received, except in the single instance of the person who played the quinolas making the *reversis*, when the quinola, to be entitled to any benefit, must be played before the two last tricks.

Every trick must be made by one person to make the *reversis*, which is undertaken when the first nine tricks are gained by the same person ; there is then an end of the party, and of the quinolas if held by him, except he has played both or either of them before the two last tricks ; but, on the contrary, should his *reversis* be broken, he then is not only to pay the *reversis* broken, but the stakes to the pools, for the quinolas he may have played before the *reversis* was undertaken. All consolations paid for aces or quinolas, by the person undertaking the *reversis*, are to be returned on winning it.

The *espagnolette* is either simply four aces, three aces and one quinola, or two aces and two quinolas. The player having the same, has a right to renounce in every suit, during the whole game, and if he can avoid winning any trick, and there is no *reversis*, he of course wins the party in preference to him who is better placed ; but if obliged to win a trick, he then pays the party to the other, and returns the consolations he may have received for aces or quinolas ; and if he has a quinola, he must pay the stake to the pool, instead of receiving it. The player having the *espagnolette*, is at liberty to wave his privilege, and

play his game as a common one, but loses that privilege the moment he has renounced playing in suit. The player of the espagnolette receives consolation in any part of the game, if he forces the quinola.

If the reversis is won or broke, the espagnolette pays singly for all the company. When the person holding the espagnolette can break the reversis, he is payed, as before mentioned, by the person whose reversis he broke; he can likewise undertake the reversis, but then his hand must be played as a common game. If the espagnolette has placed his quinola, and there is a reversis either made or broken, he is not to receive the stake; for when the reversis is attempted, the stakes are neither received or paid, except by him who undertakes the same. If, by another player having the ace or king of hearts, the espagnolette has in any part of the game either of his quinolas forced, he pays the stake and his consolation to him that forces, except there is a reversis.

The dealer always puts two fish into the great quinola pool, and one into the little; besides which every player, at the commencement, puts into the former six fish, and into the latter three; and each time the stakes are drawn, or when there are fewer fish in the pool than the original stake, the pool must be replenished as at first. To the points in the discard, 4 are to be added for the party. The person who gives an ace upon a renounce, receives a fish from the person who wins a trick; and if it is the ace of diamonds, he will receive two. The person who forces an ace receives the same payments from all the players. The great quinola placed upon a renounce, receives six fish; the little quinola three; and if

either of them is forced, the person who forces receives the same payment from each player; and these payments should be made immediately, without being asked for. One or more aces, or either of the quinolas, played, or gergi, that is, *led out*, pay the same as if they had been forced to the person who wins the party, but it is for him to recollect and demand them. When either ace or quinola are placed, played, or gergi the last card, it is called *à la bonne*, and are paid double, and all payments whatever are double to the person who sits opposite. The payment for the reversis made or broke, is eighty fish; each player paying twenty, and the opposite party forty, when the reversis is made; but when broken, the whole is paid by the person whose reversis is broken: that is, he pays the person breaking it exactly the same number of fish he would have received had he won it.

LAWS OF THE GAME OF REVERSIS.

1. The person who misdeals, loses his deal.
2. If any player takes his card without having put out to the discard, the deal is void.
3. The eldest hand ought to take care that all the players have put their stakes into the pools; if not, he must make good the deficiency.
4. The discard when put out is not to be changed.
5. The eldest hand should not play a card till the discard is complete; should he have played, he is permitted, if nobody has played to it, to take up the same and play another.
6. No person must play before his turn.
7. If at the end of the game it is perceived there is an error in the discard, the deal must be made again.

8. When the cards are cut, it is too late to ask for any payments.

9. The player who flings down his game, thinking he can win the remaining tricks, is to pay for any ace or quinola that has or can be placed or given; and, in case of undertaking a reversis, the person who might break it, can oblige him to play the cards as he who can break it shall direct.

10. When a player, whether thinking he has won the party or not, asks for the aces or quinolas led out, before the person who has really won the party has demanded them, he is to pay for him who might otherwise have been called upon to pay.

11. Before playing a card it is always permitted to ask how the cards have been played, but it is not allowed to observe it to others not making the inquiry.

12. The player is permitted to examine all his own tricks at any time, but not to look at those of any other person, except the last trick.

THE GAME OF PUT.

PUT, played with a complete pack, generally by two people, sometimes by three, and often by four, is a game at which the cards rank differently from all others, tray being the best, next the deuce, then ace, king, and so on in the usual order as at whist. After cutting for deal, &c. at which the highest put-card wins, three cards, by one at a time, are given to each player, then the game is played in the following way. If the non-dealer throws up his cards, he loses a point, if he

plays, and the dealer does not lay down another to it, he gains a point; but, should the dealer either win the same, pass it, or lay down one of equal value, forming what is styled a tie, the non-dealer is still at liberty to put, that is play, or not, and his opponent then only gains a point; then if both parties agree to go on, whoever gains all the tricks or two out of three, wins five points, which are the game; if each player obtains one trick, and the third is a tie, then neither party scores.

Four-handed put differs only in that any two of the players give each their best card to his partner, who then lays out one of his, and the game is afterwards played as in two-handed put.

If the dealer turns up any of his adversary's cards another deal may be demanded; but, when he shews his own, he is to abide by them; and should a faced card occur, the pack must be shuffled and dealt again: when more cards than necessary are given to the non-dealer, he may either claim a fresh deal, or have the extra cards drawn out; but should the dealer give himself too many, then his opponent is entitled to a point, and may either have another deal, or draw the supernumerary cards. By-standers ought never to interfere, under penalty of paying the stakes. Either party saying *I put*, must abide the event of the game, or pay the stakes.

THE GAME OF ALL-FOURS.

THIS game, usually played by two people, sometimes by four, with a complete pack of cards, derives its name from the four chances

therein, for each of which a point is scored, namely, *high*, the best trump out; *low*, the smallest trump dealt; *jack*, the knave of trumps; *game*, the majority of pips reckoned from such of the following cards as the respective players have in their tricks; viz. every ace is counted as 4; king 3; queen 2; knave 1; and ten for 10. Low is always scored by the person to whom it was dealt; but jack being the property of whoever can win or save it, the possessor is permitted to revoke and trump with that card; and when turned up as trump the dealer scores; it is also allowable for the player who lays down a high or low trump to inquire at the time whether the same be high or low.

After cutting for deal, at which either the highest or lowest card wins, as previously fixed, six are to be given to each player, either by three or one at a time, and the 13th turned up for trump; then if the eldest does not like his cards, he may, for once in a hand, say, *I beg*, when the dealer must either give a point or three more cards to each, and turn up the 7th for trump; but if that should prove of the same suit as the first turned up, then three cards more are to be given, and so on till a different suit occurs. The cards rank as at whist, and each player should always strive to secure his own tens and court cards, or take those of the adversary, to obtain which, except when commanding cards are held, it is usual to play a low one to throw the lead into the opponent's hand. Ten or eleven points form the game, which may be set up as at whist, though a very customary method is to draw two cards from the pack, and lay them one on the other, so as to exhibit only the number of pips the player has gained.

When the dealer shews any of his adversary's cards a new deal may be demanded, but in shewing his own he must abide by the same.

If discovered, previous to playing, that too many cards are given to either party, a fresh deal may be claimed, or the extra cards drawn out by the opponent; but should even a single card have been played, then there must be another deal.

With strict players the adversary may score a point whenever his opponent does not trump or follow suit, and each calculates his game without inspecting the tricks, which when erroneously set up must not only be taken down, but also the antagonist either scores 4 points or 1 as shall have been agreed on.

THE GAME OF SPECULATION.

THIS is a noisy round game, that several may play, using a complete pack of cards, bearing the same import as at whist, with fish or counters, on which such a value is fixed as the company agree; the highest trump, in each deal, wins the pool; and whenever it happens that not one is dealt, then the company pool again, and the event is decided by the succeeding coup. After determining the deal, &c. the dealer pools six fish, and every other player four; next three cards are given to each by one at a time, and another turned up for trump; the cards are not to be looked at, except in this manner,—the eldest hand shews the uppermost card, which if a trump, the company may speculate on or bid for; the highest bidder buying and paying for it, provided the price offered is approved of by the seller.

After this is settled, or if the first card does not prove trump, then the next eldest shews the uppermost card, and so on, the company speculating as they please, till all are discovered; when the possessor of the highest trump, whether by purchase or otherwise, gains the pool.

To play this game well, little more is requisite than recollecting what superior cards of that particular suit have appeared in the preceding deals, and calculating the probability of the trump offered proving the highest in the deal then undetermined.

THE GAME OF LOO.

LOO or Lue, subdivided into limited and unlimited Loo, a game, the complete knowledge of which can easily be acquired, is played two ways, both with five and three cards, though most commonly with five cards dealt from a whole pack, either first three and then two, or by one at a time. Several persons may play together, but the greatest number can be admitted when with three cards only.

After five cards have been given to each player another is turned up for trump; the knave of clubs generally, or sometimes the knave of the trump suit, as agreed upon, is the highest card, and stiled Pam; the ace of trumps is next in value, and the rest in succession, as at whist. Each player has the liberty of changing for others from the pack all or any of the five cards dealt, or of throwing up the hand in order to escape being loosed. Those who play their cards either

with or without changing, and do not gain a trick, are looed; as is likewise the case with all who have stood the game, when a flush or flushes occur, and each, except any player holding Pam, or an inferior flush, is required to deposit a stake to be given to the person who sweeps the board, or divided among the winners at the ensuing deal, according to the tricks which may then be made. For instance, if every one at dealing stakes half a crown, the tricks are entitled to sixpence apiece, and whoever is looed must put down half a crown, exclusive of the deal; sometimes it is settled that each person looed shall pay a sum equal to what happens to be on the table at the time. Five cards of a suit, or four with Pam, compose a flush, which sweeps the board, and yields only to a superior flush, or the elder hand. When the ace of trumps is led, it is usual to say "Pam be civil," the holder of which last mentioned card is then expected to let the ace pass.

When Loo is played with three cards, they are dealt by one at a time, Pam is omitted, and the cards are not exchanged nor permitted to be thrown up.

In different companies these games are frequently played with a few trifling variations from the manner as before stated.

THE GAME OF LOTTERY.

LOTTERY may be played by a large company with two complete packs of cards, one for the prizes, the other for the tickets, and dealt by any two of the party as may chuse, for the deal

is neither advantageous nor otherwise. Each player pools a fixed sum, or takes a certain number of counters, on which a settled value is put, and which are placed in a box or pool as a fund for the lottery; then after the cards have been shuffled, and are cut by the left-hand neighbour, one dealer gives to every player a card, faced downwards, for the lots or prizes, on which are to be placed different numbers of counters from the pool, at the option of the person to whom such card has been given; afterwards the second dealer distributes from the other pack a card to each player, for the tickets; next the lots are turned by one of the managers, and whosoever possesses a corresponding card receives the stake placed thereon, and those remaining undrawn are added to the fund in the pool; the dealers then collect the cards and proceed as before, till the fund is exhausted, when the party pool again, and those who have gained more counters than they want, receive the difference in money.

Another method is, to take at random three cards out of one of the packs, and place them face downwards, on a board or in a bowl on the table for the prizes, then every player purchases from the other pack any number of cards for tickets as may be most agreeable, paying a fixed sum or certain quantity of counters for each, which sums or counters are put in different proportions on the three prizes to be gained by those who happen to have purchased corresponding cards, and such that happen not to be drawn are continued till the next deal.

This game may be played with a single pack, by separating the same into two divisions, each containing a red and black suit.

THE GAME OF COMMERCE.

OF this there are two distinct methods of playing, the new and the old mode. The new way is played by any number of persons, from three to twelve, with a complete pack of 52 cards, bearing the same import as at whist, only the ace is reckoned as eleven. Every player has a certain quantity of counters, on which a fixt value is put, and each, at every fresh deal, lays down one for the stake. Sometimes the game is continued until, or finished when, one of the players has lost all the counters given at the commencement; but in order to prevent it from being spun out to an unpleasant length, or concluded too soon, 'tis often customary to fix the duration to a determinate number of tours or times, that the whole party shall deal once each completely round.

After determining the deal, the dealer, stiled also the banker, shuffles the pack, which is to be cut by the left-hand player; then three cards, either all together or one by one, at the dealer's pleasure, are given to each person, beginning on the right hand, but none are to be turned up. If the pack proves false, or the deal wrong, or should there be a faced card, then there must be a fresh deal. At this game are three parts; 1st, That which takes place of all others, called the Tricon, or three cards of the same denomination, similar to pair-royal at cribbage: 2dly, the next in rank is the Sequence, or three following cards of the same suit, like tierce at piquet: and lastly, the Point, being the greatest number of pips on two or three cards of a suit in any one hand; of all which parts the highest disannuls the lower.

After the cards have been dealt round, the banker inquires, *Who will trade*, which the players, beginning with the eldest hands, usually and separately answer by saying *For ready money*, or *I barter*. Trading for money is giving a card and a counter to the banker, who places the card under the stock or remainder of the pack, stiled the bank, and returns in lieu thereof another card from the top. The counter is profit to the banker, who consequently trades with the stock free from expence. Barter is exchanging a card without pay with the next right-hand player, which must not be refused, and so on, the party trade alternately, till one of them obtains the object aimed at, and thereby stops the commerce; then all shew their hands, and the highest tricon, sequence, or point, wins the pool. The player who first gains the wished for tricon, &c. should shew the same immediately, without waiting till the others begin a fresh round, and if any one chooses to stand on the hand dealt, and shews it without trading, none of the junior players can trade that deal, and if the eldest hand stands, then of course no person can trade. The banker always ranks as eldest hand, in case of neither tricon or sequence, when the game is decided by the point. Whenever the banker does not gain the pool, then he is to pay a counter to that player who obtains the same, and if the banker possesses tricon, sequence, or point, and don't win the pool, because another player has a better hand, in respect to the point, then he is to give a counter to every player.

COMMERCE the old way is played by several persons together, every one depositing a certain sum in the pool and receiving three fish or counters a piece, on which a value is fixed; as

suppose sixpences are pooled, the counters then may be rated at 1*d.* or 1½*d.* each, so as to leave a sum for that player who gains the final sweep. After determining the deal, three cards, by one at a time, beginning on the left hand, are given to every player, and as many turned up on the board. This game is gained, as at the other, by pairs-royal, sequences, or flushes, and should the three cards turned up be such as the dealer approves of, he may, previous to looking at the hand dealt to himself, take them so turned up in lieu of his own, but then must abide by the same, and cannot afterwards exchange any during that deal. All the players, beginning with the eldest hand, may in rotation change any card or cards in their possession for such as lie turned up on the table, striving thereby to make pairs-royal, sequences, or flushes, and so on round again and again, till all have refused to change, or are satisfied, but every person once standing cannot change again that deal. Finally, the hands are all shewn, and the possessor of the highest pair-royal, &c. or the eldest hand if there are more than one of the same value, takes the sum agreed upon out of the pool, and the person having the worst hand, puts one fish or counter therein, called *Going up*. The player, whose three are first gone off, has the liberty of purchasing one more, called *Buying a horse*, for a sum as agreed, usually one-third of the original stake, to be put into the pool. After that, every player, whose fish are all gone, sits by till the game is concluded, which finishes by the person who continues the longest on the board, thereby gaining the pool or final sweep.

THE GAME OF POPE OR POPE JOAN.

POPE, a game somewhat similar to that of Matrimony, already stated at page 158, is played by a number of people, who generally use a board painted for this purpose, which may be purchased at most turners or toy shops.

The eight of diamonds must first be taken from the pack, and after settling the deal, shuffling, &c. the dealer dresses the board by putting fish, counters or other stakes one each to ace, king, queen, knave, and game; two to matrimony, two to intrigue, and six to the nine of diamonds, stiled Pope. This dressing is in some companies at the individual expense of the dealer, though in others the players contribute two stakes a piece towards the same. The cards are next to be dealt round equally to every player, one turned up for trump, and about six or eight left in the stock to form stops: as for example, if the ten of spades is turned up, the nine consequently becomes a stop; the four kings and the seven of diamonds are always fixed stops, and the dealer is the only person permitted in the course of the game to refer occasionally to the stock for information what other cards are stops in that respective deal. If either ace, king, queen or knave, happens to be the turned-up trump, the dealer takes whatever is deposited on that head; but when pope is turned up, the dealer is entitled both to that and the game, besides a stake for every card dealt to each player. Unless the game is determined by pope being turned up, the eldest hand begins by playing out as many cards as

possible ; first the stops, then Pope if he has it, and afterwards the lowest card of his longest suit, particularly an ace, for that never can be led through ; the other players are to follow when they can, in sequence of the same suit, till a stop occurs, and the party having the said stop, thereby becomes eldest hand, and is to lead accordingly, and so on, until some person parts with all his cards, by which he wins the pool (game,) and becomes entitled besides to a stake for every card not played by the others, except from any one holding pope, which excuses him from paying ; but if pope has been played, then the party having held it is not excused. King and queen form what is denominated matrimony, queen and knave make intrigue, when in the same hand ; but neither they, nor ace, king, king, queen, knave, or pope, entitle the holder to the stakes deposited thereon, unless played out, and no claim can be allowed after the board is dressed for the succeeding deal ; but in all such cases the stakes are to remain for future determination.

This game only requires a little attention to recollect what stops have been made in the course of the same ; as for instance, if a player begins by laying down the eight of clubs, then the seven in another hand forms a stop, whenever that suit is led from any lower card, or the holder when eldest may safely lay it down in order to clear his hand.

THE GAME OF BRAG.

BRAG, a game not near so much in vogue as formerly, is played with a whole pack of cards, and rather variously conducted by different parties, but the following is given as one of the most scientific methods. As many persons as the cards, leaving a few for stock, will supply, may play at a time, all of whom are to lay down three stakes a piece, one for the best whist card turned up in the deal; the second for the best brag-hand, and the third for the eldest-hand obtaining 31, or the next number under that. The dealer is to give three cards at once to every gamester, turning up all round, the last card belonging to each player, and the best card reckoning from ace downwards amongst those so turned up, wins the first stake; if two or more superior cards of a sort are turned up, the eldest hand always of course has the preference, except in case of the ace of diamonds, which at this part of the game takes place of every other.

The second stake is won by the person possessing the best brag-hand, or often rather by the boldest bragger, who sometimes only pretends to hold good cards, such as pairs, flushes, sequences if flushes, and so on, similar to cribbage, excepting fifteens. In this state of the game there are usually two favourite cards: viz. the knave of clubs and the nine of diamonds, which are reckoned with any others to form pairs-royal or pairs; that is the two aforementioned favourites combined together with one, or either of them with two aces, kings, &c. are stiled a pair-royal of such cards, or singly, either of the favourites with

another card ranks as a pair : only natural pairs-royal are to precede artificial ones, as three aces, kings, &c. take place before a pair-royal, formed by assistance of the two favourites, though a natural pair does not supersede an artificial one made by help of a favourite, into which situation only the knave of clubs is admitted by some companies. The principal sport of the game is occasioned by any player *bragging* that he holds a better hand than the rest of the party, which is declared by saying *I brag*, and staking a sum of money; if no other answers by a similar or larger deposit, then the bragger wins the second stake; but if any one replies, either by putting down the same, or a greater sum, in the manner above stated, and the first bragger declines the contest, the answerer then takes both the money put down and the second stake; though if the first bragger goes on, he says *Again*, and ventures another sum, whether similar to that laid down by the opponent, or not is of no consequence, provided only that it is not smaller; and if the other so replies in like manner *again*, the parties continue betting, each laying down a sum not less than that last ventured by his adversary, till either one of them frightened gives up the contest, by which the player holding out longest gains all the money wagered, including the second stake; or either party lays down a stake, saying, *Let me see you*, or *I'll see it*, in which case both the hands are to be shewn, and the strongest wins. When more than one person wishes to answer the first bragger, the eldest has the preference.

The third stake is obtained by the eldest player, who may hold either from the cards dealt, or obtain by drawing in addition from the

stock, 31, or the highest number under that; each ace, king, queen, and knave being calculated as 10, and the rest according to their pips; any one drawing above 31 loses of course.

The player who is so fortunate as to gain all the three stakes in one deal, is, strictly speaking, entitled to three more from each of his antagonists, though in some companies this is declined as savouring too much of gambling.

THE GAME OF DOMINO

IS played by two or four persons with twenty-eight pieces of oblong ivory, plain at the back, but on the face divided by a black line in the middle, and indented with spots from one to a double-six, which pieces are a double-blank; ace-blank; double-ace; deuce-blank; deuce-ace; double-deuce; trois-blank; trois-ace; trois-deuce; double-trois; four-blank; four-ace; four-deuce; four-trois; double-four; five-blank; five-ace; five-deuce; five-trois; five-four; double-five; six-blank; six-ace; six-deuce; six-trois; six-four; six-five; and double-six. Sometimes a double set is played with, of which double-twelve is the highest.

At the commencement of the game, the cards (as they are called) are shuffled with their faces on the table. Each person draws one, and if four play, those who choose the two highest are partners against those who take the two lowest: drawing the latter also serves to determine who is to lay down the first piece, which is reckoned a great advantage. Afterwards each player takes seven pieces at random. The eldest hand having

laid down one, the next must pair him at either end of the piece he may choose, according to the number of pips, or being a blank in the compartment of the piece, but whenever any one cannot match the part not paired either of the card last put down or of that unpaired at the other end of the row, then he says *Go*; and the next is at liberty to play. Thus they play alternately either until one party has wholly discarded, and thereby wins the game, or till the game is *blocked*; that is, when neither party can play by matching the pieces where unpaired at either end, then they win who have the smallest number of pips on the pieces remaining in their possession. It is to the advantage of every player to dispossess himself as early as possible of the heavy pieces, such as double-sixes, fives, fours, &c.

Sometimes when two persons play, they take each only seven pieces, and agree to *play* or *draw*; i. e. when one cannot come in, or pair with the pieces on the board at the end unmatched, he then is to draw from the fourteen pieces in stock till he find one to suit.

This game requires strict attention, and nothing but practice will make perfect.

THE GAME OF OTO.

FOR this game, which may be played by an unlimited number of persons, boxes containing 100 counters; 14 fishes, every one reckoned as ten counters; 12 contracts, valued at ten fish a piece; a pack of 24 very large cards, with fifteen different numbers marked on each, and in

a bag 90 knobs or balls, numbered from one to ninety; besides a board with ten cavities cut therein, for the purpose of placing the knobs as drawn; are sold at the Tunbridge ware or turners' shops. Fresh covers for the cards may be purchased, ready printed, and any book-binder can easily make a new or repair the old pack.

RULES.

1. Every player should draw two cards, and deposit a stake previously agreed upon; and if the party is not too numerous, then any may take four or six cards, laying down a double or treble stake accordingly; and when the players are more than twelve, then some are only to have one card, paying half a stake, and likewise should the players not take all the cards among them, the remainder of the pack is to be laid aside until some other persons join the set. From the cards not taken, players may exchange one or more of those drawn, or they may change with one another; similar exchanges, if the company consent, may also be made previous to each drawing, and likewise prior to replenishing the pool, cards may be thrown up, or additional ones drawn from those put by; stakes being paid proportionably.

2. The stakes are to be put together in a pool, placed on the middle of the table, and also on the table a quantity of counters sufficient for the number of cards taken; upon the counters a value is to be fixed adequate to the stakes first deposited, from the whole of which a sum must be reserved enough to pay, at the conclusion of the game, all those counters laid upon the table.

3. Then after counting the 90 knobs so as to

be certain they are right, the eldest hand shall first shake them well together in the bag, and afterwards draw out ten successively, not only declaring the number of each as drawn, but also placing the same conspicuously on the board.

4. Soon as the number is declared, each player having the same on one or more cards, is to take up counters sufficient to lay one upon that number every time it occurs, and so on until the ten knobs are drawn.

5. When only part of the pack is taken, and a number drawn happens not to be upon any player's card, then the players may put away that knob till some person takes the card on which it is printed.

6. When ten knobs are drawn out, every player examining the cards separately, and having only one counter upon any horizontal line, wins for that no more than the said counter, which is styled gaining by *abstract*; where two counters are on the same horizontal line of a separate card, the player gains an *ambo*, and becomes entitled to five counters, besides the two; when three are upon the same line, the player obtains a *terne*, and is to receive 25 additional counters; if four are on the same line, that is called a *quaterne*, winning 100 counters additional; when five occur on the same line, that makes a *quinterne*, gaining 250 additional counters; and the player is entitled to payment out of the pool for all the above-mentioned acquisitions previous to another drawing. Instead of giving counters, payment for the same may at once be made from the stock in the pool.

7. The knobs are then to be returned, and the bag given to the next player in rotation, who is

to shake the same, and draw, &c. as before stated.

8. Whenever the pool is exhausted, the players must contribute again according to the number of cards taken; and when it is resolved to finish the game, they agree among themselves to have only a fixed number of drawings more.

9. At the last drawing each player proceeds as heretofore directed, but the drawing concludes when no more counters are left on the table, then the players, beginning with the eldest-hand, are to be paid out of the pool as far as the money will go; and when that is expended, the others remain unpaid, which is styled a Bankruptcy; next the players are to reunite their counters with those that were on their cards, and receive payment for them out of the fund reserved at the commencement of the game.

10. There are also cards of a new combination, which may be played by $6=12=18$ —or 24, observing that when six cards only are taken, but one counter is given; if 12, two; if 18, three; and when 24, four counters; and also when but six cards are taken, they must be either from 1 to 6—7 to 12—13 to 18—or 19 to 24; if 12 cards, from 1 to 12—or 13 to 24—for 18 cards, from 1 to 18; and when 24, the whole number.

11. The counters may refer for the payment to the amount of the stakes deposited in the stock.

For 24 cards....144 times 10.

.. 18108.10.

.. 12 72.....10.

.. 6 36.....10..

There are other methods of playing at Loto, but the before mentioned is the way most approved of.

THE GAME OF BOSTON.

THIS game very much resembles Whist, and is somewhat like Quadrille. The players put 8 fish each into a pool, and the dealer 4 more. The cards are distributed as at Whist, except that the last is not to be turned up. During every deal, the player opposite the dealer, should shuffle a pack to be cut by his right hand neighbour, and turn up a card, for the first Preference; the suit of the same colour, whether red or black, is stiled the Second Preference, and the other two are common suits. The player who misses deal does not lose his turn; but as a punishment is to put 4 more fish into the pool.

When the eldest hand thinks he can get 5 or more tricks, he is to say 'Boston;' if otherwise, he says 'Pass,' unless he plays Misere, that is, so as to lose every trick.—Petit Misere is to put out a card, and lose every remaining trick; Grand Misere is to lose them without putting one out; Petit Misere Ouvert, is to put out a card, and lay the others down, and then lose all; Grand Misere Ouvert is the same without laying one out. When the eldest hand has 'Passed' the second may proceed as the eldest; or if the eldest has said 'Boston,' the second, or after him the third, and the dealer, may also say 'Boston,' if he will engage to win 5 tricks with either Preference for the trump; or the second, and other hands, may say 'Petit' or 'Grand Misere,' or undertake to get 6 or more tricks, the trump being any suit, for these declarations will supersede that of Boston simply, as appears by the table at page 92; where all are arranged according to the order in which they take place of each other; the highest, called

Grand Slam, is, undertaking to get 13 tricks. By engaging to Do More, the elder hand may, as at Quadrille, supersede the younger. If all pass the cards must be thrown up, and dealt by the person to the left of the former dealer, the new dealer putting 4 fish into the pool; and the new eldest hand, unless he has previously passed, may also supersede the declaration of any other, or say 'Pass;' and so on, till at length every person except one, has 'Passed,' and that person (if he has declared 'Boston') is to name the trump, always in the choice of the player; and also (unless he has undertaken more than 7 tricks) whether he chuses a partner. In the last case, any person who engages to get the required number of tricks may answer 'Whist:' the right of answering begins with the next eldest hand to him who has declared. The partner must undertake to get 5 tricks if the player undertakes 7; 4, if the player undertakes 6; and 3 if he undertakes 5, as is in the table. When this is settled the playing begins, as at Whist, except that the partners may be differently placed, and each is to take up his own tricks.

If the player obtains or the player and partner jointly get the proposed number of tricks, or more, he or they are entitled to the fish in the pool, called the Bets, and besides, the number of tricks which they have won together, added to the number of honours they both held, is to be multiplied by the number in the table at page 192, over against the tricks they undertook, and under the name of the suit the trump was in; whether in the Preference or common suits; the product must then be divided by 10, and the quotient shews the number of fish to be paid to each of the successful players, by the other two; or in

event of a Solo to be paid him by each of the three others: should the product happen to be less than 10, one fish is to be paid nevertheless; if 15 or upwards, and under 20, it is to be considered as 20, and 2 fish to be paid; if 25 or upwards, and less than 30, as 30, and so on, viz.

Suppose the player and partner have undertaken 5 and 3 tricks, the trump in a common suit; they get 8, their proposed number, this, if they have no honours, is to be multiplied by one, (because in a common suit) the product is only 8, which cannot be divided by 10, but one fish is however paid to both player and partner by the other two. If they undertake 5 and 3 tricks, and get 9, the trump in Second Preference, no honours, then 9 multiplied by 2 producing 18, is considered as 20 and divided by 10, making two fish to be paid to each of them. Should they undertake and win 6 and 4 tricks, the trump in a common suit, having two by honours; 2 and 10 are 12, which multiplied by 2, as stated in the table) make 24, that is, two fish to be paid; the remainder not being taken notice of.

But if the player, or player and partner do not get their tricks, then the number they are deficient, added both to what they undertook, and the honours they held, is to be multiplied by the number found in the table, and divided by 10, to shew the fish to be paid by them to their antagonists; for instance, when they undertake 5 and 3 tricks, having 2 by honours, the trump in a common suit, suppose they get only 6 tricks, then 6 subtracted from 8 leave 2, which added to 8 the number they undertook, and 2 the honours they held, make 12; this multiplied by one, and divided by 10, gives one fish. If they undertake 5 and 3 tricks, having 2 by ho-

nours, the trump in Second Preference, should they get but 7, then one they are deficient, added to 8 they undertook, and 2 honours, make 11; this multiplied by 2, the number in the table, makes 22, which divided by 10, leaves 2, the fish to be paid. Should they undertake 6 and 4 tricks, having 4 honours, the trump in the First Preference; suppose they get but 8 tricks, 8 from 10, leave 2, which added to the 10, they undertook, and 4 honours, form 16, that multiplied by 8 (as in the table, makes 128, then 130 divided by 10, gives 13 fish to be paid by them.

When the player and partner each fail to get their proposed number of tricks, then the fish to be paid by them is to be defrayed in equal proportions between them; exactly the reverse of what would have been done, had they been successful. But if one gets his number of tricks and the other fails, then the unsuccessful person bears the whole of the loss, and when the player is alone, he pays the allotted number of fish to each of his three opponents.

In all failures whether the player has a partner or not, he or they pay a Baste to the pool, equal to the number of fish they would have taken from it, had they proved successful; this is the invariable rule for assessing the Bastes, which are not to be directly put into the pool, but laid aside, to be brought into the same at a future period, when some successful person has emptied it of the Bets, and all succeeding Bastes are to be kept separately, to supply the pool at the end of different deals, and till all are exhausted the game cannot end, unless after any round is completed, the parties agree to share the Bastes.

In respect to playing Misere, when a person has any kind of hand that he thinks will enable

him to lose all the tricks, the method is as follows: if he thinks it requisite to get rid of any particular card, then the declaration must be only 'Petit Misere;' if this is not superseded by the other players, he puts out a card without shewing it, and the game commences, as at Whist, by the eldest hand, but in playing Misere of any kind, there are no trumps. The parties (still endeavouring to lose their tricks) proceed as at Whist, except that the general rules with regard to playing are reversed at Misere.

Whenever the Misere player is obliged to win a trick, the deal is at an end, and he is Basted, exactly as in playing Boston; and moreover, is to pay to each of the other persons 4 fish, as appears in the table: on the contrary, if the 13 tricks are played without winning one of them, he is entitled to the contents of the pool, and also to 4 fish from each of his antagonists. After a similar manner, Grand Misere is played, with the difference of not putting out a card, and having of course, to lose 13 tricks; which, if effected, entitles him to the pool, and 8 fish from each of his adversaries; if otherwise, he must pay 8 fish to each of them, and a Baste to the pool, equal to what he would have taken out, had he gained his point. Petit Misere Ouvert, and Grand Misere Ouvert, differ from the foregoing merely by laying down of the cards to be played on the table, so as to be seen by all parties, (except the card put out, in the case of Petit Misere Ouvert) and the playing is nearly the same; the only variation in the reckoning consists in paying or receiving 16 or 32 fish, explained in the Boston table, at the end.

When the deal is concluded and settled according to the afore given directions, one or two

persons will have won and taken the contents of the pool, or some on the contrary have been basted. In the former case, all the parties must furnish the pool afresh, as at the beginning: but when either of the players is basted, the new dealer has only to add 4 fish, to the old pool, and so on till some one wins, who is entitled to the Bets, and then the Baste of greatest value, (if there are more than one) is brought into the pool. The Bastes may be of different value, because they are to be equal to the contents of the pool at the time of paying each of them, as already mentioned.

If there are several Bastes, and the players wish to finish the game, it will be necessary to put two or more Bastes into the pool at once, or else the parties must share the fish on the table.

| THE B O S T O N T A B L E. | Tricks to be won by the | | Reckoning for the Game. | | | |
|----------------------------------|----------------------------------|---------|----------------------------|-----------------------|------------------|--------|
| | Player | Partner | First Preference. | Second Preference. | Common Suits. | Miscr. |
| Boston | 5 | 3 | 4 | 2 | 1 | |
| Petit Misere | 6 | 4 | 8 | 4 | 2 | |
| | 7 | 5 | 12 | 6 | 3 | |
| Grand Misere..... | 8 | | 16 | 8 | 4 | |
| | 9 | | 20 | 10 | 5 | |
| Petit Misere Ouvert | 10 | | 24 | 12 | 6 | |
| | 11 | | 28 | 14 | 7 | |
| Grand Misere Ouvert | 12 | | 32 | 16 | 8 | |
| Grand Slam | 13 | | 36 | 18 | 9 | |

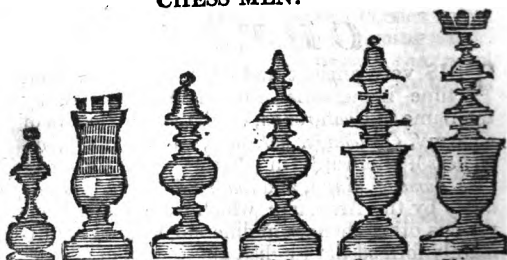
GAME OF

C H E S S.

THIS very ancient and scientific game, from time immemorial, known in Hindôstan by the name of *Chaturanga*; or the four members of an army, (*elephants, horsemen, chariots, and foot-soldiers*), afterwards in Persia, stiled *Chatrang* (*the game of king*), and *Shatranj* (*the king's distress*) by the Arabians; which word undergoing various other changes in different languages ultimately formed the English appellation of Chess; is played on a board with thirty-two pieces, of different forms, denominations, and powers, divided into two colours or parties. The chess-board, like the draught-table, contains sixty-four squares chequered black and white. The king and his officers being eight pieces, are ranged at different ends upon the first lines of the board, a white corner of which, numbered 1 or 64, is to be placed towards the right-hand of each player.

The white king must be upon the fourth a black square; (marked 61), at one end of the board, reckoning from the right: the black or red king upon the fifth (5) a white square, at the other end of the board; opposite to each other. The white queen must be upon the fifth (60) a white square, on the left of her king. The black queen upon the fourth (4) a black square, on the right of her king. The bishops must be placed on each side of their king and queen; 59 and 62 for the white, 3 and 6 for the black. The knights on each side of the bishops; the white on 58 and 63, the black on 2 and 7. The rooks, in the two corners of the board, next to the knights, 57 and 64 of the white, 1 and 8 of the black; and the

CHESSE. CHESSE MEN.



Pawn. Rook. Knight. Bishop. Queen. King.

| | | | | | | | |
|----|----|----|----|----|----|----|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 |
| 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 |
| 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |
| 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 |
| 49 | 50 | 51 | 52 | 53 | 54 | 55 | 56 |
| 57 | 58 | 59 | 60 | 61 | 62 | 63 | 64 |

THE CHESSE BOARD.

eight pawns, or common men, upon the eight squares of the second line; the white on 49 to 56, and the black on 9 to 16 inclusive.

The pieces, and pawns, on the side of each king, take their names from him, as those on the side of the queen do from her, and are called the black or white king's bishop (6 and 62); the king's knights (7 and 63); the king's rooks (8 and 64); the king's pawns (13 and 53); the king's bishop's pawns (14 and 54); the king's knight's pawns (15 and 55); the king's rook's pawns (16 and 56); the black or white queen's bishops (3 and 59); the queen's knights (2 and 58); the queen's rooks (1 and 57); the queen's pawns (12 and 52); the queen's bishop's pawns (11 and 51); the queen's knight's pawns (10 and 50); and the queen's rook's pawns (9 and 49). The squares are named from the pieces, viz. where the king stands, is called the square of the king: where his pawn stands, is called the second square of the king: that before the pawn is called the third square of the king; that beyond it is called the fourth square of the king; and so of all the rest.

The kings (stiled *Chah* by the Orientals) move every way, but only one square at a time (except in the case of castling), and must always be at least one square distant from each other. *Suppose the king placed on No. 37, he may be moved from thence to 28, 29, 30, 36, 38, 44, 45, or 46.* The king may leap once in the game, either on his own side, or on the side of his queen, (viz. the rook is moved into the next square to the king; and the king moves to the square on the other side of him, which is also called castling;) provided nevertheless no piece is between him and the rook; nor after this rook hath been played;

nor after the king hath been moved; nor when the king is in check; nor when the square over which he means to leap is viewed by an adverse man, who would check him in his passage.

The black king castles on his own side, by moving from 5 to 7, and placing the rook (8) on 6; on his queen's side by moving to 3, and placing the rook (1) on 4. The white king castles on his own side, by moving from 61 to 63, and placing the rook (64) on 62; on his queen's side by moving to 59, and placing the rook (57) on 60.

The queen (originally *pherz*, general) possesses the moves and powers of the rook, and bishop, in a straight line, and also angularly. *The queen may be moved from 37 to 1, 5, 16, 33, 40, 58, 61, 64, or any intermediate squares in those directions.*

The bishops (formerly *fil*, an elephant) move only angularly, backward or forward, in the same colour as each are at first placed, but can take at any distance when the road is open. *As from 36 the bishop may be moved to 8, 9, 57, or 63, and from 37 to 1, 16, 58, or 64, or any of the intervening squares.*

The knights (*horse-soldiers*) move obliquely, backward or forward, upon every third square, including that which they stood on, from black to white, and from white to black, over the heads of the men, which no other is allowed to do. *As from 36 a knight may move to 19, 21, 26, 30, 42, 46, 51, 53, passing over any pieces on 28, 35, 37, or 44; and from 37 the knight can be moved to 20, 22, 27, 31, 43, 47, 52, 54, passing over any thing placed on 29, 36, 38, or 45.*

The rooks (at first *rat'h*, an armed chariot, afterwards *rokh*, an hero) move in a right line, either forwards, backwards, or sideway, through the

whole file, can stop at any square, and take at any distance when no other piece intervenes.

A rook placed on 37 may be moved to 5, 33, 40, 61, or any intermediate square.

A pawn (*pedone, foot soldier*) moves one square at a time, in a straight line forward, and takes the enemy angularly. He may be moved two squares the first move, but never backwards, and is prohibited from quitting his own file, except in case of making a capture, when he is moved into the place of the captive, and afterwards advances forward in that file. *If a white pawn is placed on 37, and a black on 28, either of them could take the other; but suppose the white pawn on 37, a black rook on 29, a black bishop on 28, and a black knight on 30, the pawn then could not take the rook, but might take either the bishop or the knight.*

If the square over which any pawn leaps is viewed by an adversary, that man may take the pawn, and then must be placed in the square over which the pawn hath leaped. A pawn getting to the head of the board upon the first line of the enemy (stiled going to queen) may be changed for any one of the pieces lost in the course of the game, and the piece chosen must be placed on the square at which the pawn had arrived.

The men can take the adversaries who stand in their way, provided the road lies open; or they may decline it, and must be set down in the same squares from which the contrary men are taken. *If the white queen is on 60, and a black knight on 46, the queen can take the knight, which then is to be moved off the board and the queen placed on 46; but if the knight is on 45, then the queen cannot take him, though he can take the queen, who then*

must be removed, and the knight placed on 60; or suppose a white rook on 61, and a black bishop on 13, the rook can take the bishop, and afterwards is to be placed on 13.

When the adversary's king is in a situation to be taken by you, you must say *check*, to him; by which you warn him to defend himself, either by changing his place, or by covering himself with one of his own men, or by taking the man who assaults him: if he can do none of these things, he is *check-mated* (*chahmat*, *the king is dead*) and loses the game. The king cannot change his square, if he by so doing goes into check; and when he has no man to play, and is not in check, yet is so blocked up, that he cannot move without going into check, this position is called a *stale-mate*, and in this case the king, who is *stale-mated*, wins the game in England, but in France this situation makes a drawn game. *Place the black king on 33, with pawns on 30 and 39; the white king on 44, a white bishop on 34, with pawns on 38 and 47; if the white king is moved to 35, black wins the game by a stale-mate, because the black king cannot be moved to 25 or 41, on account of the white bishop; nor to 26, 34, or 42, owing to the white king, as 'tis requisite that the kings should always be at least one square distant from each other; neither can the black pawns be moved, their progress being stopped by the white.*

Many chess players give notice when the queen is in danger of being taken, by saying *check to the queen*.

Several variations have at different periods been introduced into chess. In some of the eastern games the power of the pherz or minister (the piece we call queen,) was very limited, being allowed only to move from square to square, and

never to be further than two from the king. *Tamerlane* the Great did not think it beneath him to invent new pieces, which rendered the game more complicated, and after his death were dis-used. *Chatúrâjè*, or the four kings, is a Persian game, by four players, on sixty-four squares, with each eight chess-men, distinguished by white, black, red, and green. The *Chinese* introduced other pieces to imitate cannon. *Carrera* added two, the *campione*, and the *centaur*: with two other pawns, and increased the squares to eighty. *Arch-chess*, was played on a board with one hundred squares, besides two new pieces, stiled the *centurion* and *decurion*, and two pawns additional on each side. The *Duke of Rutland's* game consisted of one hundred and forty squares, with fourteen pieces and fourteen pawns on each side, one of which was named the *concubine*, and another the *crowned rook*. The *Round-game*, was played on a round board, divided into sixty-four parts, of four circles. The *German military game*, on one hundred and twenty-one squares, had on each side a king, two guards, two *cuirassiers*, two dragoons, two hussars, five cannon, and eleven fusiliers. The *king and pawn's game* was merely a curious variation from the common method; where the king and pawns on one side were opposed to the king, pieces and pawns on the other, in which the player, with the king and pawns only, was almost certain of winning.

The *Germans* sometimes play a double game with two boards by four people, two of a side, each not only playing his own game but also assisting his partner. The *Russians*, in addition to other moves, give that of the knight to the queen; they likewise play four persons at a time, two against two on a board larger than usual, contain-

ing more squares, and a greater number of men. *Demoivre* shews a method of covering with the knight all the squares of the board in sixty-four moves. Place the knight on No. 8, and from thence in the following order:—23, 40, 55, 61, 51, 57, 42, 25, 10, 4, 14, 24, 39, 56, 62, 52, 58, 41, 26, 9, 3, 13, 7, 22, 32, 47, 64, 54, 60, 50, 33, 18, 1, 11, 5, 15, 21, 6, 16, 31, 48, 63, 53, 59, 49, 34, 17, 2, 12, 27, 44, 38, 28, 43, 37, 20, 35, 45, 30, 36, 19, 29, 46.

Some whimsical people in England have lately endeavoured to alter the names of the chess men, by changing that of queen into minister, rook to peer, and pawn to commoner; and instead of castling they say closetting.

The board is technically called the exchequer, the squares are stiled houses, the ranges of which in a strait line, from right to left, are denominated ranks, and perpendicularly from one player to the other are files.

THE RELATIVE VALUE OF THE PIECES AND PAWNS.

| | | | |
|--------------|-----|--------------|----|
| King..... | 6½ | Knight | 9½ |
| Queen | 23½ | Rook | 15 |
| Bishop | 9½ | Pawn | 2 |

The power of the king for attack or defence is as above stated, though, from the principle of the game he is invaluable; the power of the pawn is as 2, but from its chance of promotion the real value is calculated at 3½.

EXAMPLES OF VARIOUS MATES.

1. *QUEEN'S* mate; *white king* 27, *queen* 26; *black king* 25; or *white king* 22, *queen* 15, and *black king* 8.

2. Bishop's mate; *white king 24, bishops 21 and 22; black king 8.*

3. Knight's mate; *white king 26, knight 19; black king 9, bishop 1, knight 10.*

4. Rook's mate; *white king 27, rook 41; black king 25.*

5. Pawn's mate; *white king 14, pawn 15; black king 8, pawn 16.*

6. Mate by discovery; *white king 11, rook 57, bishop 49; black king 9: moving the bishop gives mate by discovery.*

7. Smothered mate; *white king 61, knight 14; black king 8, rook 7, pawns 15 and 16.*

8. Stale-mate; *white king 21, pawn 13; black king 5; or white king 18, queen 19; black king 2. See page 198.*

9. Mate in the middle of the board; *white king 61, queen 37, pawn 44; black king 29, queen 22, pawn 20.*

10. Fool's mate:

WHITE.

1. Pawn .. 55 to 39
2. Pawn .. 54 to 46

BLACK.

1. Pawn .. 13 to 21
2. Queen .. 4 to 40†

11. Scholar's mate:

1. Pawn .. 53 to 37
2. Bishop .. 62 to 85
3. Queen .. 60 to 32
4. Queen .. 32 to 14*†

1. Pawn .. 13 to 29
2. Bishop .. 6 to 27
3. Pawn .. 12 to 20

12. Speedy check mate:

1. Pawn .. 53 to 37
2. Pawn .. 52 to 44
3. Knight .. 63 to 46
4. Pawn .. 37 to 30*

1. Pawn .. 13 to 29
2. Pawn .. 15 to 23
3. Pawn .. 14 to 30
4. Pawn .. 23 to 30*

† Signifies that check-mate is given, † that check is given, and * that a man is taken by that move.

| | |
|------------------------|---------------------|
| 5. Knight .. 46 to 29* | 5. Pawn .. 12 to 20 |
| 6. Queen .. 60 to 32† | 6. King .. 5 to 13 |
| 7. Queen .. 32 to 14† | |

13. Difficult check-mates are a knight and bishop, or two bishops against a king : a rook and bishop against a rook, and a queen against a bishop and knight.

MR. HOYLE'S RULES FOR CHESS.

1. Move your pawns before your pieces, and afterwards bring out the pieces to support them ; therefore the kings, queens, and bishops pawns should be the first played, in order to open the game well.

2. Do not, therefore, play out any of your pieces early in the game, because you thereby lose moves, in case your adversary can, by playing a pawn, make them retire, and also opens his game at the same time ; especially avoid playing your queen out, till your game is tolerably well opened.

3. Avoid giving useless checks, and never give any unless to gain some advantage, because you may lose the move if the adversary can either take or drive your piece away.

4. Never crowd your game by having too many pieces together, so as to prevent advancing or retreating your men as occasion may require.

5. If your game happens to be crowded, endeavour to free it by exchanges of pieces or pawns, and castle your king as soon as convenient ; afterwards bring out your pieces, and attack the adversary where weakest.

6. When the adversary plays out his pieces be-

fore his pawns, attack them as soon as you can with your pawns, by which you may crowd his game, and make him lose moves.

7. Never attack the adversary's king without a sufficient force; and if he attacks yours, and you cannot retaliate, offer exchanges; and should he retire, when you present a piece to exchange, he may lose a move. It also may sometimes be expedient to act in this manner in case of other attacks.

8. Play your men in guard of one another, so that if any be taken, the enemy may also be captured by that which guarded yours, and endeavour to have as many guards to your piece, as your adversary advances others upon it; and if possible, let them be of less value than those he assails with. When you cannot well support your piece, see if by attacking one of his that is better, or as good, you may not thereby save yours.

9. Never attack but when well prepared, for thereby you open your adversary's game, and prepare him to pour in a strong attack upon you, as soon as your weak one is over.

10. Never play till you have examined whether you are free from danger by your adversary's last move; nor offer to attack till you have considered what harm he would be able to do you by his next moves, in consequence of yours.

11. When your attack is in a prosperous way, never be diverted from it by taking any piece, or other seeming advantage, your adversary may purposely throw in your way, with the intent that by you taking the bait he might gain a move which would make your design miscarry.

12. When in pursuing a well-laid attack, you find it necessary to force your adversary's defence, with the loss of some pieces: if, upon counting as

many moves forward as you can, you find a prospect of success, sacrifice a piece or two to gain your end; these bold attempts make the finest games.

13. Never let your queen stand so before the king, as that your adversary, by bringing forwards a rook or a bishop, might check your king if she was not there, for you could hardly save her, or perhaps at best must sacrifice her for an inferior piece; as for example: *Place the white king on 61, the queen on 53; the black king on 4, and the rook on 16: which last, if moved to 13, must be taken by the white queen, who in return would be taken by the black king, because the white queen could not otherwise be moved without putting the king on check to the black rook.*

14. Let not your adversary's knight fork your king and queen, or king and rook, or queen and rook, or your two rooks, at the same time; for in the two first cases, the king being forced to go out of check, the queen or the rook must be lost; and in the two last a rook must be lost, at best, for a worse piece. *Place the white queen on 5, the rook on 7, and a black knight on 37. The latter piece, if moved to 22, will fork both the queen and rook, and consequently one of them must be lost for the knight.*

15. Take care that no guarded pawn of your adversary's fork two of your pieces: knights and rooks are particularly liable to this mode of attack; also guard against either a check by discovery, or a stale-mate.

16. When the kings have castled on different sides of the board, attack with the pawns you have on that side where the adversary has castled, advancing the pieces, especially the queen and rooks, to support them; and if the adversary's

king has three pawns on a line in front, he should not stir them till forced to it.

17. Endeavour to have a move in ambushade that is, place the queen, bishop, or rook behind a pawn, or a piece, in such a manner, as upon playing that pawn, or piece, you discover a check upon your adversary's king, and consequently may often get a piece, or some other advantage by it. *Suppose the black king on 6, a white bishop on 41, and a pawn on 34; by moving the pawn to 26, a check by the white bishop is discovered upon the black king.*

18. Never guard an inferior piece or pawn with a better, if you can do it with a pawn, because that better piece may in such a case be, as it were, out of play.

19. A pawn pushed on, and well supported, often costs the adversary a piece; but one separated from the others is seldom of any value. And whenever you have gained a pawn, or other advantage, and are not in danger of losing the move thereby, make as frequent exchanges as you can.

20. If each player has three pawns upon the board, and no piece, and you have a pawn on one side of the board, and the other two on the other side, and your adversary's 3 are opposite to your 2, march with your king to take his pawns; and if he moves to support them, go on to queen with your single pawn; and if he attempts to hinder it, take his pawns, and push yours to queen; that is to move a pawn into the adversary's back row, in order to make a queen, when the original is lost.

21. At the latter end of a game, each party having only three or four pawns on different sides

of the board, the kings are to endeavour to gain the move, in order to win the game. *For example : the white king placed on 54, and the black king on 37, white would gain the move by playing to 53, or black to 38, and in both cases the adverse king would be prevented from advancing.*

22. When the adversary has no more than his king and one pawn on the board, and you a king only, you can never lose that game if you bring and keep your king opposite to your adversary's, when he is immediately either before or on one side of his pawn, and only one house between the kings. This must then either be a drawn game, or if the opponent persists in his endeavours to win, he will lose by a stale-mate, by drawing you upon the last square.

23. When your adversary has one pawn on the rook's line, with a king and bishop against a king only, and his bishop is not of the colour that commands the corner-house his pawn is going to, if you can get your king into that corner, you cannot lose that game, but may win by a stale-mate.

24. When you have only your queen left in play, and your king happens to be in the position of stale-mate, keep giving check to your adversary's king, always taking care not to check him where he can interpose any of his pieces that make the stale: so doing, you will at last force him to take your queen, and then you win the game by being in stale-mate.

25. Never cover a check with a piece that a pawn pushed upon it may take, for fear of only getting that pawn for it: *put a black rook on 7, and a pawn on 40; the white king on 63, and a knight on 61: the white king being on check to the rook, if the check is covered by moving the white*

knight to 55, the black pawn could then be moved to 48, and take the knight.

26. Do not crowd your adversary's king with your pieces, lest you inadvertently give a stalemate.

27. Do not be too much afraid of losing a rook for an inferior piece; although a rook is better than any other, except the queen, yet it seldom comes into play, so as to operate, until the end of the game; and it is generally better to have a worse piece in play than a superior out.

28. When you have moved a piece, which your adversary drives away with a pawn, that is a bad move, your enemy gaining a double advantage. At this nice game no move can be indifferent. Though the first move may not be much, between equally good players, yet the loss of one or two more, after the first, makes the game almost irretrievable: but if you can recover the move, or the attack (for they both go together) you are in a fair way of winning.

29. If ever your game is such, that you have scarce any thing to play, you have either brought out your pieces wrong, or, which is worse, not at all; for if you have brought them out right, you must have variety enough.

30. Don't be much afraid of doubling a pawn: two in a direct line are not disadvantageous when surrounded by three or four others. Three together are strong (*as three white pawns on 28, 35, and 37*), but four (*as 44 in addition*) that make a square, with the help of other pieces, well managed, form an invincible strength, and probably may produce you a queen: on the contrary, two pawns, with an interval between (*as on 35 and 37*) are no better than one; and if you should have three over each other in a line (*as 26, 34, and 42*) your game cannot be in a worse situation.

31. When a piece is so attacked that it is difficult to save it, give it up, and endeavour to annoy your enemy in another place; for it often happens, that whilst your adversary is pursuing a piece, you either get a pawn or two, or such a situation as ends in his destruction.

32. Supposing your queen and another piece are attacked at the same time, and by removing your queen, you must lose the piece, if you can get two pieces in exchange for her, rather do that than retire; for the difference is more than the worth of a queen; besides you preserve your situation, which often is better than a piece; when the attack and defence are thoroughly formed, if he who plays first is obliged to retire by the person who defends, that generally ends in the loss of the game on the side of him who attacks.

33. Do not aim at exchanges without reason; a good player will take advantage of it, to spoil your situation, and mend his own: but when you are strongest, especially by a piece, and have not an immediate check-mate in view, then every time you exchange, your advantage increases. Again, when you have played a piece, and your adversary opposes one to you, exchange directly, for he wants to remove you: prevent him, and do not lose the move.

34. Every now and then examine your game, and then take your measures accordingly.

35. At the latter end of the game, especially when both queens are off the board, the kings are capital pieces, do not let yours be idle; it is by his means, generally, you must get the move and the victory.

36. As the queen, rooks, and bishops operate at a distance, it is not always necessary in your

attack to have them near your adversary's king; they do better at a distance, cannot be driven away, and prevent a stale-mate.

37. When there is a piece you can take and that cannot escape, do not hurry; see where you can make a good move elsewhere, and take the piece at leisure.

38. It is not always right to take your adversary's pawn with your king, for very often it happens to be a safeguard and protection to him. *Place a black rook on 5, with a pawn on 45, and the white king on 53, who then is sheltered by the black pawn from the attack of the rook.*

39. When you can take a man with different pieces, consider thoroughly with which you had best take it.



APPLICATIONS TO SOME OF THE FOREGOING RULES.

1. WHETHER you play the open or close game, bring out all your pieces into play before you begin the attack; for if you do not, and your adversary does, you will always attack, or be attacked, at a great disadvantage; this is so essential, that you had better forego an advantage than deviate from it; and no person can ever play well who does not strictly practise this. In order to bring out your pieces properly, push on your pawns first, and support them with your pieces, thereby your game will not be crowded, and all your pieces will be at liberty to play and assist each other, and so co-operate towards obtaining your end: and either in your attack or defence, bring them out so as not to be driven back again.

2. When you have brought out all your pieces, which you will have done well, if you have your choice on which side to castle; then consider thoroughly your own and adversary's game, and not only resolve where to castle, but likewise to attack where you appear strongest, and your enemy weakest. By this it is probable you will be able to break through your adversary's game, in which some pieces must be exchanged. Now pause again and survey both games attentively, and do not let your impetuosity hurry you on too far; at this critical juncture (especially if you still find your adversary pretty strong) rally your men, and put them in good order for a second or third attack, still keeping your men close and connected, so as to be of use to each other. For want of this method, and a little coolness, an almost sure victory is often snatched out of a player's hands, and a total overthrow ensues.

3. At the last period of the game, observe where your pawns are strongest, best connected, and nearest to queen, likewise mind how your adversary's pawns are disposed, and compare these things together; and if you can get to queen before him, proceed without hesitation; if not, hurry on with your king to prevent him: I speak now, as supposing all the noblemen are gone; if not, they are to attend your pawns, and likewise to prevent your adversary from going to queen.

SOME OTHER DIRECTIONS BY AN AMATEUR.

1. THE principal art consists in the nice conduct of the royal pawns; in duly supporting them against every attack; and, when they are taken,

supplying their places with others equally well supported.

2. The royal pawns, after the first moves, should not be rashly pushed on before your adversary's king has castled; otherwise he would castle on your weakest side.

3. Pawns on a front line, when judiciously supported, greatly obstruct the adversary's pieces from entering your game, or taking an advantageous situation.

4. When you have two pawns on a front line, neither should be pushed forward until the adversary proposes to exchange, then instead of doing that push on the attacked pawn; *as suppose two white pawns upon 36 and 37, two black on 21 and 22; if the black pawn on 21 is moved to 29, the white on 36 should then advance to 28.*

5. Dispose your pawns so as to prevent, if possible, the adversary's knights from entering into your game.

6. When your pawns are separated from the centre, strive to increase the number on the strongest side; and when you have two in the centre, endeavour to unite there as many as you can.

7. One or two pawns far advanced at the commencement of a game, may be looked upon as lost, unless very well supported.

8. Until the bishop's pawns have been advanced two squares, the knight should not be placed on the bishop's third square (*as from 63 to 46, or 58 to 43*) else those pawns would thereby be hindered from supporting others.

9. So long as a direct attack on the adversary's king is not likely to prosper, strive to capture or exchange those men which would prevent it.

10. Whenever you can make an opening with

two or three pawns on the adversary's king, you then are almost sure of the game.

11. If ever the strength of your game consists of pawns, strive to take the adversary's bishops, because they, much more than the rooks, could prevent the advancement of your pawns.

12. While you meditate an attack, endeavour to keep your king so situated that he may castle when you please.

13. When more than one of your adversary's men are in your power, rather in capturing them be guided by the worth each may be of at that period of the game, than by its abstract value, and act on the same principle when two of yours are so attacked that you must give up one of them.

14. Prevent your adversary from getting prematurely among your pieces, otherwise his knights and bishops, supported by the pawns, and occasionally by the queen, may decide the game, while only part of your force is engaged.

15. At the beginning of a game, guard against the adversary's king's bishop attacking your king's bishop's pawn; and as the king's bishop is a most dangerous piece to form an attack, strive to exchange your queen's bishop for it, or otherwise get quit of it as soon as you can.

16. Hinder the adversary from doubling his rooks (*as placing them on 5 and 13, or 7 and 15*), especially if there's an opening in the game.

17. Endeavour to move the king to a square where one of the adversary's pawns will protect him from the rook: *as put a black rook on 4, with a pawn on 36, and the white king on 53; by moving the king to 52, then the black pawn hinders the rook from giving check.* See rule 38, in page 209.

18. When you have a chain of pawns following

each other obliquely, preserve, if possible, the leader: *four white pawns on 29, 38, 47, and 56; that on 29 is the leader.*

19. After each move of the adversary, consider attentively what view he can have in it, and whether it disconcerts your plan; if it does, remove the evil before you proceed, else while you are only intent on the attack, you may be taken by surprize. See rule 10, in page 203, and rule 34, in page 208.

20. In order to overthrow the adversary's schemes, you must often play against the general rules in the defence, but seldom need act so in the attack.

21. Avoid changing the king's pawn (13 or 53) for the adversary's king's bishop's pawn (14 or 54), or the queen's pawn (12 or 52) for the adversary's queen's bishop's pawn (11 or 51), because the royal pawns, occupying the centre, prevent in great measure the adversary's pieces from injuring you.

22. A knight, supported by two pawns (*as the white knight on 28, and the pawns on 35 and 37*), unless the adversary can push on a pawn to attack him, will prove so incommodious that he must be taken by a piece, and you gain the advantage of reuniting the pawns.

23. Circumstances sometimes will require you to give check, even when you have not check-mate in view; as to drive the adversary's king into a worse situation, or to compel him to leave a superior piece unguarded, or to take away his privilege of castling, or to save one of your own pieces.

24. While you aim at giving check-mate, and all your pieces are employed, be very careful lest your king is check-mated by a single move of the

adversary ; and if ever you perceive a probability of the adversary giving you check-mate, be doubly cautious of every move ; a wrong piece moved, or even a right one into a wrong square, may ultimately prove fatal.

25. By castling a double advantage is gained at once, that of removing the king into a more secure or advantageous situation, and also bringing the rook directly into play.

26. Sometimes it is best to play the king without castling, in order to attack with your pawns on that side, and then the king's bishop's second square (14 or 54) is usually the proper place for him.

27. If your king castles on his own side, avoid moving his knight's or rook's pawns without necessity, as they are a protection to him.

28. If the adversary's king castles on the same side of the board as yours, do not, by pushing forward your pawns, leave the king unguarded, but rather attack with your pieces. See rule 16, page 204.

MAXIMS FOR THE CONCLUSIONS OF GAMES.

1. A SINGLE pawn cannot win if the adversary's king is opposed to it ; *as put the white king on 30, with a pawn on 22, and the black king on 14, either side having the move, it must be a drawn game, or black wins by a stale-mate : but if its own king is placed before it, then the pawn may win ; as reverse the situations of the kings by putting white on 14, and black on 30 : black cannot hinder the white pawn from making a queen.*

2. Two pawns against one must win in most cases ; but the player possessing the two, should

avoid exchanging one of them for his adversary's pawn.

3. A pawn, with any piece, must win in every case, except with a bishop, when the pawn is on a rook's file, and the bishop does not command the square where the pawn must go to queen; *as the white king on 39, with a bishop on 30, and a pawn on 24; and the black king on 6: black can prevent the pawn from pushing on to queen, which could not be prevented if the white bishop was on 29.*

4. Two knights, without any other man, cannot give check-mate.

5. Two bishops may win.

6. A knight with a bishop, may win.

7. A rook against either a knight or a bishop makes a drawn game; as also does a rook and a knight against a rook.

8. A rook with a bishop against a rook may win.

9. A rook with either a bishop or a knight against a queen make a drawn game.

10. A queen against a bishop and a knight may win.

11. A queen against a rook with two pawns makes a drawn game.

12. A rook against either a bishop or a knight with two pawns makes a drawn game; *because the player possessing the rook cannot be prevented from exchanging it for the two pawns.*

In order to determine what shall be a drawn game 'tis customary towards the conclusion to fix 50 more moves on each side as the number to ascertain that point.

LAWS OF CHESS.

1. If you touch your man you must play it, except that would expose your king to check, in

which case you are only, when possible, to move the king; and so long as you keep hold, you may place the said man where you please; but once having quitted, you then cannot recal the move; though should any men be displaced by accident those are to be restored.

2. If you touch one of your adversary's men, he may insist upon your taking it; and when you cannot do so, then you are to move your king, provided that may be effected without putting him on check.

3. If by mistake, or otherwise, you make a false move, the opponent can oblige you to move the king (as in the 2d article); but if he plays without noticing the said false move, neither of you can afterwards recal it.

4. If you misplace your men, and play two moves, it lieth in your adversary's power whether he will permit you to begin the game afresh.

5. When the adversary gives check without warning, you are not obliged to notice it until he does; but if on his next move he warns you, each party must then retract his last move, and the king be removed off check.

6. Should the opponent warn you of a check without really giving it, and you have even moved your king, or any other man, you are in such case allowed to retract before the opponent has completed his next move.

7. You are not to give check to your adversary's king by any piece, which by so moving would discover check on your own king*.


* Place the white king on 53, the queen on 19, the black king on 22, with a knight on 21: black must not check the white king by moving the knight to 36; as by that, the black king would be on check to the white queen.

8. After your king or the rook has moved, you cannot castle; and if you attempt it, the adversary may insist that you move either the king or rook.

9. In each fresh game, the players have the first move alternately; but where the advantage of a piece or pawn is given, the player giving that advantage is entitled to the first move.

MR. HOYLE'S CHESS LECTURES.

CLOSE GAME OPENING.

 W. stands for White, and B. for Black.

- W. **T**HE king's pawn two moves.
 1 B. The king's pawn the same.
 W. The queen's bishop's pawn one move.
 2 B. The queen's pawn two moves.
 W. The king's pawn takes it.
 3 B. The queen takes the pawn.
 W. The queen's pawn two moves.
 4 B. The black queen's knight in his queen's bishop's third square.
 W. The queen's bishop in his king's third square.
 5 B. The black queen's bishop in the black king's bishop's fourth square.
 W. The queen's bishop's pawn one move.
 6 B. The queen gives check.
 W. The bishop interposes.
 7 B. The queen in her knight's third square.

v.

W. The white queen's pawn plays on the black knight.

8 B. The black knight in the white queen's fourth square.

Black wins the game.

GAME II.

TEN CLOSE GAMES.

*W. The king's bishop in the queen's bishop's fourth square.

2 B. The king's bishop in the white queen's bishop's fifth square.

W. The queen's bishop's pawn one move.

3 B. The king's knight in his bishop's third square.

W. The queen's pawn two moves.

4 B. The black pawn takes it.

W. The white pawn takes the pawn.

5 B. The bishop gives check.

W. The bishop interposes.

6 B. The bishop takes it with a check.

W. The knight takes it, and white's game is best opened.

GAME III.

W. The queen's bishop's pawn one move.

2 B. The king's knight in his bishop's third square.

W. The queen's pawn two moves.

3 B. The king's knight takes the pawn.

W. The queen in her king's second square.

* When the first moves are similar to those of the preceding game, then they are not here repeated.

4 B. The king's bishop's pawn two moves.

W. The king's bishop's pawn one move.

5 B. The queen checks the king.

W. The pawn covers the check.

6 B. The knight takes the pawn.

W. The queen checks the king, and white stands a good chance for the game.

GAME IV.

2 B. The queen's pawn two moves.

W. The pawn takes it.

3 B. The queen takes the pawn.

W. The queen's bishop's pawn one move.

4 B. The queen in her own place.

W. The queen's knight in his queen's bishop's third square.

5 B. The black queen's bishop's pawn two moves.

W. The white king's knight in his bishop's third square.

6 B. The black queen's knight in his queen's bishop's third square.

W. The white king's bishop in his king's second square.

7 B. The king's bishop in the queen's third square.

W. Castles. A pretty equal game.

GAME V.

2 B. The king's knight in his king's bishop's third square.

W. The queen's pawn two moves.

3 B. The pawn takes the pawn.

W. The king's pawn one move.

4 B. The king's knight in the queen's fourth square.

- W. The pawn takes the pawn.
 5 B. The bishop gives check.
 W. The knight in his queen's bishop's third square.
 6 B. The knight takes the knight.
 W. The queen in her knight's third square.
 7 B. The knight in his queen's fourth square wins the game.

GAME VI.

- W. The king's bishop in the queen's bishop's fourth square.
 2 B. The queen's bishop's pawn one move.
 W. The king's knight in his bishop's third square.
 3 B. The queen's pawn two moves.
 W. The king's bishop in the queen's knight's third square.
 4 B. The queen's pawn takes the pawn.
 W. The king's knight takes the pawn.
 5 B. The queen in the king's knight's fourth square.
 W. The queen's pawn two moves.
 6 B. The queen takes the knight's pawn.
 W. The rook in his bishop's place.
 7 B. The queen's bishop in the white rook's third square.
 W. The queen's knight in his queen's second square.
 8 B. The king's knight in his rook's third square.

GAME VII.

- W. The bishop takes the pawn and checks.
 3 B. The king takes the bishop.
 W. The queen gives check.

4 B. The king in his third square.

W. The queen in her king's bishop's fifth square checks.

5 B. The king in his queen's third square.

W. The queen's pawn two moves.

6 B. The queen in the king's bishop's third square.

W. The pawn takes the pawn with check, and wins the game.

GAME VIII.

W. THE king's knight in his bishop's third square.

3 B. The queen's pawn two moves.

W. The bishop in the queen's knight's third square.

4 B. The pawn takes the pawn.

W. The knight takes the pawn.

5 B. The queen in her king's knight's fourth square.

W. The king's knight takes the pawn.

6 B. The queen takes the white knight's pawn.

W. The rook in the bishop's place.

7 B. The queen's bishop attacks the queen.

W. The pawn covers the attack.

8 B. The pawn takes the pawn.

W. The rook in the king's bishop's second square.

9 B. The queen in the knight's place, checks.

W. The rook interposes.

10 B. The pawn gives check-mate.

GAME IX.

W. THE pawn takes the pawn.

4 B. The king's pawn one move.

CHESS.

- W. The king's knight in the king's fifth square.
- 5 B. The pawn takes the pawn.
- W. The king's knight takes the pawn.
- 6 B. The king takes the knight.
- W. The queen gives check.
- 7 B. The king in his third square.
- W. The queen gives check in her king's knight's fourth square.
- 8 B. The king in his queen's third square.
- W. The queen in her king's knight's third square checks.
- Black loses by any other defence.*

GAME X.

- W. The king's bishop in the queen's knight's third square.
- 4 B. The pawn takes the pawn.
- W. The knight takes the pawn.
- 5 B. The knight in his rook's third square.
- W. The queen's pawn two moves.
- 6 B. Takes the pawn.
- W. The queen's bishop takes the knight.
- 7 B. The pawn takes the bishop.
- W. The bishop takes the bishop's pawn with check.
- 8 B. The king in his second square.
- W. The bishop gives check-mate.

GAME XI.

- W. The queen in the king's rook's fifth square.
- 3 B. The queen in her king's bishop's third square.
- W. The king's knight in his bishop's third square.
- 4 B. The queen's pawn one move.

- W. The king's knight in his fifth square.
 5 B. The knight defends the attack.
 W. The queen's pawn one move.
 6 B. The pawn attacks the queen.

GAME XII.

THE QUEEN'S PAWN OPENING, THREE GAMES.

- W. The queen's pawn two moves.
 1 B. The queen's pawn the same.
 W. The queen's bishop's pawn two moves.
 2 B. The pawn takes the pawn.
 W. The king's pawn one move.
 3 B. The queen's knight's pawn two moves.
 W. The queen's rook's pawn two moves.
 4 B. The queen's bishop's pawn one move.
 W. The pawn takes the pawn.
 5 B. The pawn takes the pawn.
 W. The queen in the king's bishop's third square wins the game.
By defending the pawn, the game is lost.

GAME XIII.

- 3 B. The king's pawn one move.
 W. The bishop takes the pawn.
 4 B. The king's bishop in the queen's third square.
 W. The king's knight in his king's second square.
 5 B. The king's knight in his bishop's third square.
 W. Castles.
 6 B. The bishop takes the pawn and checks.

W. The king takes the bishop.

7 B. The knight gives check.

If the White king goes into the corner, by giving him check, he is mated the second move. Go where he will, he has the worst of the game.

GAME XIV.

4 B. The bishop gives check.

W. The bishop interposes.

5 B. The bishop takes it and checks.

W. The knight takes the bishop.

6 B. The king's knight in his second square.

W. The king's knight in his king's second square.

Both sides castle, and White's game is best opened.

GAME XV.

A DEFENCE AGAINST THE BISHOP'S OPENING IN THE CORNERS TO CATCH THE ROOKS.

W. The king's pawn two moves.

1 B. The king's knight's pawn one move.

W. The queen's pawn two moves.

2 B. The king's bishop in the knight's second square.

W. The queen's bishop's pawn one move.

3 B. The queen's knight's pawn one move.

W. The king's bishop's pawn one move.

4 B. The queen's bishop in the knight's second square.

W. The king's bishop in the queen's third square.

5 B. The queen's knight in her bishop's third square.

W. The king's knight in his king's second square.

6 B. The king's pawn two moves.

W. The queen's pawn one move.

7 B. The queen's knight in the king's second square.

W. The queen's knight in her second square.

White has the best of the game, and is to push his pawns to attack that side of the board, where the Black castles, and to bring forth his Rooks to sustain the attack.

GAME XVI.

SEVEN GAMBITS.*

W. The king's pawn two moves.

1 B. The king's pawn the same.

W. The king's bishop's pawn two moves.

2 B. The pawn takes the pawn.

* Gambit signifies that sort of game which commences by pushing the king's and king's bishop's pawns, or those of the queen and queen's bishop, two squares each, in lieu of employing one to defend the other. The pawn first advanced is stiled the Gambit Pawn; and this game, formed more on experiment than system, and depending principally on the spirit of the players, varies so much that very few certain rules can be given. A Gambit, equally well played by both parties, is likely to prove indecisive, though the power which either player, sacrificing his pawn, always has of attacking the other, will certainly prove fatal, unless the opponent plays uniformly well for about the first dozen moves of the game. The capture of

- W. The king's knight in his bishop's third square.
- 3 B. The queen's pawn one move.
- W. The queen's pawn two moves.
- 4 B. The king's knight's pawn two moves.
- W. The king's bishop in his queen's bishop's fourth square.
- 5 B. The king's bishop in his knight's second square.
- W. The queen's bishop's pawn one move.
- 6 B. The queen's knight in her bishop's third square.
- W. The queen in her knight's third square for a double attack.
- 7 B. The queen in her king's bishop's third square.
- W. Castles.
- 8 B. The king's knight in the king's second square.

GAME XVII.

- W. The king's rook's pawn two moves.
- 6 B. The king's rook's pawn one move.
- W. The pawn takes the pawn.
- 7 B. The pawn takes the pawn.
- W. The rook takes the rook.
- 8 B. The bishop takes the rook.
- W. The queen's bishop's pawn one move.
- This is a very good defence.*

the pawn is a feature common to all Gambits, and 'tis advisable to sacrifice even all the pawns on the king's side in order to take the adversary's king's pawn, because it would otherwise prevent the bishops (3 or 59) from joining in the attack, in which the king's bishop is certainly the best piece, and the king's pawn the most serviceable man,

GAME XVIII.

- W. The king's rook's pawn two moves.
 3 B. The king's bishop in his king's second square.
 W. The queen in the king's knight's fourth square.
 4 B. The queen's pawn two moves.
 W. The queen takes the knight's pawn.
 5 B. The king's bishop in his third square wins the game.

GAME XIX.

- W. The queen in the king's bishop's fourth square takes the pawn.
 5 B. The black bishop attacks the queen.
 W. The queen in the king's third square.

GAME XX.

- W. The queen takes the pawn in her king's bishop's fourth square.
 5 B. The pawn takes the pawn.
 W. The queen takes the pawn.
 6 B. The knight in his bishop's third square.

GAME XXI.

- W. The king's knight in his bishop's third square.
 3 B. The queen's pawn one move.
 W. The king's bishop in the queen's bishop's fourth square.
 4 B. The queen's bishop in the white king's knight's fourth square.
 W. Castles.
 5 B. The bishop takes the knight.

- W. The queen takes the bishop.
 6 B. The king's knight's pawn two moves.
 W. The queen in her knight's third square for a double attack.

GAME XXII.

- W. The king's bishop in the queen's bishop's fourth square.
 3 B. The king's knight's pawn two moves.
 W. The king's knight in his bishop's third square.
 4 B. The king's knight's pawn one move.
 W. The king's knight in the king's fifth square.
 5 B. The queen checks the king.
 W. The king in his bishop's square.
 6 B. The king's knight in his rook's third square.
 W. The queen's pawn two moves.
 7 B. The queen's pawn one move.
 W. The king's knight in the queen's third square.
 8 B. The king's bishop's pawn one move.
 W. The king's knight's pawn one move.
 9 B. The queen gives check.
 W. The king in his bishop's second square.
 10 B. The queen gives check.
 W. The king in his third square wins the game, by the knight attacking the queen.

 GAME XXIII.

FOUR DEFENCES TO THE GAMBIT, TO EXCLUDE
 THE BISHOP.

- W. The king's knight in his bishop's third square.

3 B. The queen's pawn one move.

W. The king's bishop in the queen's bishop's fourth square.

4 B. The queen's bishop in the king's third square.

GAME XXIV.

3 B. The king's knight in his bishop's third square.

W. The king's pawn one move.

4 B. The king's knight in his rook's fourth square.

W. The bishop in his king's second square.

5 B. The king's bishop in his king's second square.

W. Castles.

6 B. Castles.

W. The king's knight in his king's square wins the game.

GAME XXV.

3 B. The king's knight's pawn two moves.

W. The king's bishop in the queen's bishop's fourth square.

4 B. The king's knight's pawn one move.

W. The bishop takes the pawn with check.

5 B. The king takes the bishop.

W. The king's knight gives check in his king's fifth square.

6 B. The king in his third square.

W. The queen takes the pawn and checks.

7 B. The king takes the knight.

W. The queen checks in her king's bishop's fifth square.

8 B. The king in his queen's third square.

W. The queen's pawn two moves.

9 B. The king in his queen's bishop's third square.

W. The queen's bishop's pawn two moves.

10 B. The queen's rook's pawn one move.

W. The queen's bishop's pawn one move.

11 B. The queen's pawn two moves.

W. The pawn takes it with check.

12 B. The queen takes the pawn.

W. The queen takes the bishop.

Any other defence loses the game.

GAME XXVI.

2 B. The queen's pawn two moves.

W. The pawn takes the queen's pawn.

3 B. The queen takes the pawn.

W. The queen's knight in his queen's bishop's third square.

4 B. The queen in her king's third square.

W. The king's knight in his bishop's third square.

5 B. The pawn takes the pawn and checks.

W. The king in his bishop's second square.

6 B. The bishop gives check.

W. The queen's pawn two moves.

7 B. The king's bishop in his queen's third square.

W. The bishop gives check.

8 B. The pawn covers it.

W. The rook attacks the queen, and wins the game.

GAME XXVII.

FOUR GAMBITS WHICH SHOULD BE FREQUENTLY
PRACTISED.

2 B. The pawn takes the pawn.

W. The king's knight in his bishop's third square.

3 B. The queen's pawn two moves.

W. The pawn takes the pawn.

4 B. The queen takes the pawn.

W. The queen's knight in her bishop's third square.

5 B. The queen in her own square.

W. The king's bishop in his queen's bishop's fourth square.

6 B. The king's bishop in his queen's bishop's fourth square.

W. The queen's pawn two moves.

7 B. The king's bishop in his queen's knight's third square.

W. The queen's bishop takes the pawn.

8 B. The queen's bishop in her king's knight's fifth square.

W. Castles.

9 B. The bishop takes the knight.

W. The queen takes the bishop.

10 B. The queen takes the pawn with check.

W. The king moves into the corner.

11 B. The queen takes the bishop.

W. The queen takes the pawn, and attacks the rook.

12 B. The queen in her bishop's third square.

W. The queen in the bishop's square checks.

13 B. The king in his second square.

W. The queen's rook checks.

- 14 B. The king in his bishop's third square.
 W. The bishop in the queen's second square opens check.
- 15 B. The king in his knight's fourth square.
 W. The queen in her king's knight's fourth square.

GAME XXVIII.

- 3 B. The king's knight's pawn two moves.
 W. The king's bishop in the queen's bishop's fourth square.
- 4 B. The king's knight's pawn one move.
 W. The king's knight in the king's fifth square.
- 5 B. The queen gives check.
 W. The king in his bishop's square.
- 6 B. The king's knight in his bishop's third square.
 W. The king's bishop takes the pawn and checks.
- 7 B. The king in his queen's square.
 W. The queen's pawn two moves.
- 8 B. The king's knight takes the pawn.
 W. The queen in her king's second square.
- 9 B. The king's knight gives check, and wins the game.

GAME XXIX.

- W. The king's bishop in the queen's bishop's fourth square.
- 3 B. The queen gives check.
 W. The king in his bishop's square.
- 4 B. The king's bishop in the white queen's bishop's fifth square.
 W. The queen's pawn two moves.
- 5 B. The bishop in his queen's knight's third square.

W. The king's knight in his bishop's third square.

6 B. The queen in the white king's knight's fourth square.

W. The bishop takes the pawn with check.

7 B. The king in his bishop's square.

W. The rook's pawn one move.

8 B. The queen in the white king's knight's third square.

W. The queen's knight in her bishop's third square.

9 B. The king takes the bishop.

W. The queen's knight attacks the queen, and wins the game.

GAME XXX.

2 B. The queen's pawn two moves.

W. The king's pawn takes the pawn.

3 B. The queen takes the pawn.

W. The queen's knight attacks the queen.

4 B. The queen in her king's third square.

W. The king's knight in his bishop's third square.

5 B. The pawn takes the pawn with check.

W. The king in his bishop's second square.

6 B. The king's bishop gives check.

W. The queen's pawn two moves.

7 B. The king's bishop in the queen's third square.

W. The king's bishop gives check.

8 B. The king in his bishop's place.

W. The rook attacks the queen, and wins the game, either by taking the queen, or giving check-mate; or, in case black covers check, his queen is lost.

GAME XXXI.

THREE GAMBITS GIVING THREE PAWNS FOR A
SITUATION.

2 B. The pawn takes the pawn.

W. The king's knight in his bishop's third square.

3 B. The king's bishop in his king's second square.

W. The king's bishop in his queen's bishop's fourth square.

4 B. The bishop gives check.

W. The king's knight's pawn one move.

5 B. The pawn takes the pawn.

W. The king castles.

6 B. The pawn takes the pawn and checks.

W. The king in his rook's square.

7 B. The queen's pawn two moves.

W. The bishop takes the pawn.

8 B. The king's knight in his bishop's third square.

W. The bishop takes the pawn with check.

9 B. The king takes the bishop.

W. The king's knight in his rook's fourth square takes the bishop.

10 B. The king's rook in his bishop's square.

W. The king's pawn one move.

11 B. The queen gives check.

W. The knight covers the check.

12 B. The king's knight in his rook's fourth square.

W. The king takes the pawn.

GAME XXXII.

W. The pawn covers check.

5 B. The pawn takes the pawn.

- W. The king castles.
- 6 B. The pawn takes the pawn with check.
- W. The king in his rook's square.
- 7 B. The queen's pawn two moves.
- W. The bishop takes the pawn.
- 8 B. The king's knight in his bishop's third square.
- W. The bishop takes the pawn with check.
- 9 B. The king takes the bishop.
- W. The king's knight takes the knight in his rook's fourth square.
- 10 B. The rook in his bishop's square.
- W. The queen's pawn two moves.
- 11 B. The king in his knight's square.
- W. The queen's bishop in the king's knight's fifth square.
- 12 B. The king's knight in his rook's fourth square.
- W. The bishop takes the queen.
- 13 B. The rook takes the rook with check.
- W. The queen takes the rook.
- 14 B. The knight checks both king and queen, and black has the better of the game.

GAME XXXIII.

- W. The pawn takes the pawn.
- 8 B. The king's bishop in his king's second square.
- W. The king's knight in his king's fifth square.
- 9 B. The king's knight in his king's bishop's third square.
- W. The king's knight takes the pawn.
- 10 B. The king takes the knight.
- W. The queen's pawn one move, and checks with the bishop.

11 B. The bishop interposes.

W. The king's bishop takes the bishop and checks.

12 B. The king takes the bishop.

W. The pawn takes the bishop.

13 B. The king takes the pawn.

White has the worst of the game, by taking the pawn with the pawn, in the eighth move, instead of the bishop.

GAME XXXIV.

TO MAKE a drawn game, having your king only against a king and a pawn.

If your king, having the move, is opposite to your adversary's king, one square only between them, in that case always play your king in such a manner as to keep his king opposite to yours, and it must be a drawn game; but, if he persists, by endeavouring to win, he must lose by stalemate, in drawing you upon the last square.

GAME XXXV.

TO GAIN THE MOVE WITH AN EQUAL NUMBER OF PAWNS, AND NO PIECE.

SUPPOSE your adversary and you have each four pawns left, two upon each side of the board: and that your king is at liberty to attack his adversary's pawns upon one side; by reckoning how many moves it will take your king to march and capture those two pawns, and adding the number of moves, which will be necessary for you to make a queen with one of yours, you will find out the exact number of moves, before you can make

a queen. Take the like method with your adversary's game, and you will perceive who has gained the move.

This is so necessary a part of the game, that if A understands it, and B does not, B has little chance to win.

GAME XXXVI.

There are four houses, or squares, to win, and also four not to win a game, with the king and queen against a king and pawn only.

FIRST SITUATION FOR NOT WINNING.

White king on the black queen's rook's square.

White pawn on the black queen's rook's second square.

Black queen in the white queen's place.

Black king in the white king's place.

Black is to play.

SECOND.

White king in the black queen's knight's place.

White pawn in the black queen's bishop's second square.

Black queen in the white queen's place.

Black king in the white king's place.

Black is to play.

Place the pieces on the other side of the board, in the same situation, it will make a drawn game, or else the pawn and king must win by stale-mate.

White should observe not to guard the pawn, unless it may be taken by giving check at the same time, by which means the black king can never gain a move, and the black queen cannot take the pawn without giving stale-mate.

GAME XXXVII.

SITUATION FOR WINNING.

WHITE king in the black king's rook's square.

White pawn in the black king's knight's second square.

Black king in the white king's square.

Black queen in the white queen's square.

Black is to play.

The black queen gives check in her rook's fourth square, by which she gains a move for her king; and, as often as she forces the white king to go behind his pawn, she gives a move to her king.

PHILIDOR'S SELECT GAMES AT CHESS.

GAME THE FIRST.

Beginning with White. Illustrated by Observations on the most material Moves; and two Back Games; one commencing at the 12th, and the second at the 37th Move.

- 1 W. THE king's pawn two steps.
B. The same.
- 2 W. The king's bishop at his queen's bishop's fourth square.
B. The same.
- 3 W. The queen's bishop's pawn one move.
B. The king's knight at his bishop's third square.

4 W. The queen's pawn two moves *.

B. The pawn takes it.

5 W. The pawn retakes the pawn †.

B. The king's bishop at his queen's knight's third square ‡.

6 W. The queen's knight at his bishop's third square.

B. The king castles.

7 W. The king's knight at his king's second square §.

B. The queen's bishop's pawn one move.

8 W. The king's bishop at his queen's third square ||.

* This pawn is played two moves for important reasons; 1st, to prevent the adversary's king's bishop from playing upon your king's bishop's pawn; 2d, to put the strength of your pawns in the middle of the exchequer; of great consequence to attain the making of a queen.

† When the game is in this situation, (viz.) one of your pawns at your king's, and another at your queen's fourth square, push neither of them before your adversary proposes to change one for the other: in that case advance the attacked pawn. Pawns, when sustained in a front line, obstruct very much the adversary's pieces from entering in your game, or taking an advantageous post.

‡ If instead of withdrawing his bishop, he gives check with it, you are to cover the check with your bishop, in order to retake his bishop with your knight, in case he takes yours; your knight will then defend your king's pawn, otherwise unguarded. But perhaps he may not take your bishop, because a good player strives to keep his king's bishop as long as possible.

§ You should not play your knights at your bishop's third square before the bishop's pawn has moved two steps, because the knight hinders the motion of the pawn.

|| Your bishop retires to avoid being attacked by the black queen's pawn, which would force you to take that

- B. The queen's pawn two moves.
- 9 W. The king's pawn one move.
- B. The king's knight at his king's square.
- 10 W. The queen's bishop at his king's third square.
- B. The king's bishop's pawn one move*.
- 11 W. The queen at her second square †.
- B. The king's bishop's pawn takes the pawn ‡.
- 12 W. The queen's pawn retakes it.
- B. The queen's bishop at his king's third square §.

pawn with yours ; and very much diminish the strength of your game, spoiling entirely the project already mentioned, in the first and second observation.

* He playeth this to give an opening to his king's rook ; which cannot be prevented, whether you take his pawn or not.

† If you should take the pawn, instead of playing your queen, you would commit a great fault, because your royal pawn would then lose its line ; whereas if the adversary takes your king's pawn, that of your queen supplies the place, and you may sustain it with that of your king's bishop's ; these two pawns will undoubtedly win the game, because they can now no more be separated without the loss of a piece, or one of them will make a queen, as will be seen by the sequel. Moreover, it is of no little consequence to play your queen in that place, for two reasons ; to support and defend your king's bishop's pawn ; and to sustain your queen's bishop, which, being taken, would oblige you to retake his bishop with the above-mentioned last pawn ; and thus your best pawns would have been totally divided, and the game indubitably lost.

‡ He takes the pawn to pursue his project, which is to give an opening to his king's rook.

§ He playeth this bishop to protect his queen's pawn, with a view afterwards to push that of his queen's bishop,

- 13 W. The king's knight at his king's bishop's fourth square *.
 B. The queen at her king's second square.
- 14 W. The queen's bishop takes the black bishop †.
 B. The pawn takes the white queen's bishop.
- 15 W. The king castles with his rook ‡.
 B. The queen's knight at his queen's second square.
- 16 W. The knight takes the black bishop.
 B. The queen takes the knight.
- 17 W. The king's bishop's pawn two steps.

N. B. He might have taken your bishop without prejudice, but he chuses rather to let you take his, in order to get an opening for his queen's rook, though his knight's pawn is doubled by it; you are again to observe, that a double pawn is no way disadvantageous when surrounded by three or four others. However, this is the subject of a Back-game, beginning from this 12th move; the black bishop there taking your bishop, shews, that playing well on both sides, it will make no alteration in the case. The king's pawn, together with the queen's, or the king's bishop's pawn, well played, and well sustained, will certainly win the game.

* Your king's pawn being in no danger, your knight attacks his bishop, in order to take or have it removed.

† It is always dangerous to let the adversary's king's bishop batter the line of your king's bishop's pawn; and as it is likewise the most dangerous piece to form an attack, it is not only necessary to oppose him at times by your queen's bishop, but you must get rid of that piece as soon as a convenient occasion offers.

‡ Castle on the king's side, in order to strengthen and protect your king's bishop's pawn, which advance two steps as soon as your king's pawn is attacked.

- B. The king's knight at his queen's bishop's second square.
- 18 W. The queen's rook at its king's place.
B. The king's knight's pawn one move *.
- 19 W. The king's rook's pawn one move †.
B. The queen's pawn one move.
- 20 W. The knight at his king's fourth square.
B. The king's rook's pawn one move ‡.
- 21 W. The queen's knight's pawn one move.
B. The queen's rook's pawn one move.
- 22 W. The king's knight's pawn two steps.
B. The king's knight at his queen's fourth square.
- 23 W. The knight at his king's knight's third square §.
B. The king's knight at the white king's third square ||.
- 24 W. The queen's rook takes the knight.
B. The pawn takes the rook.
- 25 W. The queen takes the pawn.
B. The queen's rook takes the pawn of the opposite rook.

* He is compelled to play this pawn, to prevent you from pushing your king's bishop's pawn upon his queen.

† This move is played to unite all your pawns together, and push them afterwards with vigour.

‡ He playeth this pawn to prevent your knight from entering in his game, and forcing his queen to remove; otherwise, your pawns would have an open field.

§ Play this knight in order to push your king's bishop's pawn next; it will be then supported by three pieces, the bishop, the rook, and the knight.

|| He plays this knight to obstruct your scheme by breaking the strength of your pawns, by pushing his king's knight's pawn; but break his design by changing your rook for his knight.

- 26 W. The rook at his king's place*.
 B. The queen takes the white queen's knight's pawn.
- 27 W. The queen at her king's fourth square.
 B. The queen at her king's third square †.
- 28 W. The king's bishop's pawn one move.
 B. The pawn takes it.
- 29 W. The pawn takes again ‡.
 B. The queen at her fourth square §.
- 30 W. The queen takes the queen.
 B. The pawn takes the queen.
- 31 W. The bishop takes the pawn in his way.
 B. The knight at his third square.
- 32 W. The king's bishop's pawn one move ||.
 B. The queen's rook at the white queen's knight's second square.
- 33 W. The bishop at his queen's third square.
 B. The king at his bishop's second square.
- 34 W. The bishop at the black king's bishop's fourth square.
 B. The knight at the white queen's bishop's fourth square.

* Play your rook to protect your king's pawn, which would otherwise remain in the lurch as soon as you push your king's bishop's pawn.

† The queen returns to prevent the check-mate.

‡ Were you not to take with your pawn you would run the risk of losing the game.

§ He offers to change queens, in order to destroy your plan of giving him check-mate with your queen and bishop.

|| N. B. When your bishop runs upon white, strive to put your pawn always upon black, because then your bishop serves to drive away your adversary's king or rook when between your pawns; the same when your bishop runs upon black, then have your pawns upon white.

- 35 W. The knight at the black king's rook's fourth square.
 B. The king's rook gives check.
- 36 W. The bishop covers the check.
 B. The knight at the white queen's second square.
- 37 W. The king's pawn gives check.
 B. The king at the knight's third square*.
- 38 W. The king's bishop's pawn one move.
 B. The rook at its king's bishop's square.
- 39 W. The knight gives check at the fourth square of his king's bishop.
 B. The king at his knight's second square.
- 40 W. The bishop at the black king's rook's fourth square.
 B. Playeth any where the white pushes to queen.

FIRST BACK GAME.

Or Continuation from the twelfth Move.

- 12 W. The queen's pawn retakes it.
 B. The king's bishop takes the white queen's bishop.
- 13 W. The queen takes the bishop.
 B. The queen's bishop at his king's third square.
- 14 W. The king's knight at his king's bishop's fourth square.
 B. The queen at her king's second square.
- 15 W. The knight takes the bishop.
 B. The queen takes the knight.
- 16 W. The king castles his rook.

* As the king may retire to his bishop's square, the second Back-game will shew how to proceed in this case.

- B. The queen's knight at his queen's second square.
- 17 W. The king's bishop's pawn two moves.
B. The king's knight's pawn one move.
- 18 W. The king's rook's pawn one move.
B. The king's knight at his second square.
- 19 W. The king's knight's pawn two steps.
B. The queen's bishop's pawn one move.
- 20 W. The knight at his king's second square.
B. The queen's pawn one move.
- 21 W. The queen at her second square.
B. The queen's knight at his third square.
- 22 W. The knight at his king's knight's third square.
B. The queen's knight at his queen's fourth square.
- 23 W. The queen's rook at his king's square.
B. The queen's knight at the white king's third square.
- 24 W. The rook takes the knight.
B. The pawn takes the rook.
- 25 W. The queen takes the pawn.
B. The queen takes the white queen's rook's pawn.
- 26 W. The king's bishop's pawn one move.
B. The queen takes the pawn.
- 27 W. The king's bishop's pawn one move.
B. The knight at his king's square.
- 28 W. The king's knight's pawn one move.
B. The queen at the white queen's fourth square.
- 29 W. The queen takes the queen.
B. The pawn takes the queen.
- 30 W. The king's pawn one move.
B. The knight at his queen's third square.
- 31 W. The knight at his king's fourth square.

- B. The knight at his king's bishop's fourth square.
- 32 W. The rook takes the knight.
B. The pawn takes the rook.
- 33 W. The knight at the white queen's third square.
B. The king's bishop's pawn one move any where, the game being lost.
- 34 W. The king's pawn one move.
B. The king's rook at its queen's knight's square.
- 35 W. The bishop gives check.
B. The king retires, having but one place.
- 36 W. The knight gives check.
B. The king removes.
- 37 W. The knight at the black queen's square discovering check.
B. The king moves where he can.
- 38 W. The king's pawn making a queen, gives check-mate in the mean time.

SECOND BACK-GAME.

Beginning from the thirty-seventh Move.

- 37 W. The king's pawn gives check.
B. The king at his bishop's square.
- 38 W. The rook at its queen's rook's square.
B. The rook gives check at the white queen's knight's square.
- 39 W. The rook takes the rook.
B. The knight retakes the rook.
- 40 W. The king at his rook's second square.
B. The knight at the white queen's bishop's third square.
- 41 W. The knight at his king's bishop's fourth square.

- B. The knight at the white king's fourth square.
- 42 W. The knight takes the pawn.
B. The rook at its king's knight's fourth square.
- 43 W. The king's pawn one move, and gives check.
B. The king at his bishop's second square.
- 44 W. The bishop gives check at the black king's third square.
B. The king takes the bishop.
- 45 W. The king's pawn makes a queen, and wins the game.

GAME THE SECOND.

Beginning with the Black ; wherein it appears, that playing the King's Knight, the second move, is wrong ; because it gives the attack to the Adversary. By three different Back-games it is also shewn, that a good attack keeps the Defender always embarrassed.

1 B. THE king's pawn two steps.

W. The same.

2 B. The king's knight at his bishop's third square.

W. The queen's pawn one move.

3 B. The king's bishop at the queen's bishop's fourth square.

W. The king's bishop's pawn two moves*.

* Any thing else your adversary could have played, this was always your best move, it being very advantageous to change your king's bishop's pawn for his royal pawn ; because your king and queen's pawns place themselves in the middle of the chess-board, and become in a situation to stop all the progress of your adversary's pieces ; besides

4 B. The queen's pawn one move.

W. The queen's bishop's pawn one move.

5 B. The king's pawn takes the pawn*.

W. The queen's bishop retakes the pawn.

6 B. The queen's bishop at the white king's knight's fourth square.

W. The king's knight at his bishop's third square†.

7 B. The queen's knight at his queen's second square.

W. The queen's pawn one move.

8 B. The bishop retires.

W. The king's bishop at his queen's third square‡.

this, you gain the attack by his having played his king's knight at the second move. You have still another advantage by losing your king's bishop's pawn for his king's pawn: that is, when you do castle with your king's rook, the same rook finds itself immediately free and fit for action. This will be demonstrated by the first Back-game.

* Observe, if he refuses taking your pawn, leave it exposed in the same situation and place; except, however, he should chuse to castle with his king's rook, in such case you must, without any hesitation, push that pawn forwards, in order to attack his king with all the pawns of your right wing. The effect will be best learned by a second Back-game, beginning from this fifth move. Observe again, as a general rule, not easily to push on the pawns either of your right or left wings before your adversary's king has castled; he will otherwise retire where your pawns are less strong, or less advanced.

† If he takes your knight, you must take his with your pawn, which being joined to his comrades, increases their strength.

‡ This is the best square your king's bishop can chuse, except the fourth of his queen's bishop, especially when

9. B. The queen at her king's second square.
 W. The same.
10. B. The king castles with his rook *.
 W. The queen's knight at his queen's second square.
11. B. The king's knight at his rook's fourth square †.
 W. The queen at her king's third square.
12. B. The king's knight takes the bishop ‡.
 W. The queen retakes the knight.
13. B. The queen's bishop takes the knight §.
 W. The pawn retakes the bishop.

you have the attack, and it be out of your adversary's power to prevent that bishop from playing on his king's bishop's pawn.

* If he had castled on his queen's side, it would have been then your game to castle on your king's side, in order to attack him more conveniently with your pawns on the left. Do not be too hasty in pushing your pawns forward, till they are well sustained both by one another, and also by your pieces. The form of this attack at your left will be best seen by a third Back-game, beginning from this tenth move.

† He playeth this knight to make room to his king's bishop's pawn, with a view to advance it two steps, in order to break the chain of your pawns.

‡ If he had pushed his king's bishop's pawn instead of taking your bishop, you must then have attacked his queen with your queen's bishop, and pushed your king's rook's pawn the next move upon his bishop, to compel him to take your knight: in this case your best way would be to retake his bishop with your pawn, in order to support your royal pawn, and replace it in case it be taken.

§ If he did not take your knight, his bishop would remain imprisoned by your pawns, or he would lose at least three moves to get him free.

- 14 B. The king's bishop's pawn two moves.
 W. The queen at her king's knight's third square.
- 15 B. The pawn takes the pawn.
 W. The bishop's pawn retakes it.
- 16 B. The king's rook at its king's bishop's third square *.
 W. The king's rook's pawn two steps †.
- 17 B. The queen's rook at its king's bishop's square.
 W. The king castles with his queen's rook.
- 18 B. The queen's bishop's pawn two steps.
 W. The king's pawn one step ‡.
- 19 B. The queen's pawn takes the pawn.
 W. The queen's pawn one move.
- 20 B. The bishop at his queen's bishop's second square.

* He playeth this rook with an intention either to double it, or to remove your queen.

† You push this pawn two steps to give your queen more room, who, being attacked, can retire behind this pawn, and there remain, threatening her adversary's king's rook's pawn. Your pawn advancing afterwards will become dangerous to your adversary's king.

‡ This move is as difficult to comprehend as to be well explained. You are to observe, when you find yourself with a chain of pawns following one another upon one and the same coloured squares, the pawn who has the van should not be abandoned, but must strive to keep his post. Here again observe, that your king's pawn being not in the line with his comrades, your adversary has pushed his queen's bishop's pawn two steps, for two reasons; the first, to engage you to push that of your queen forwards, which, in this case, would be always stopped by that of his queen, and thus leaving behind that of your king, would render it entirely useless. The second is, to prevent your king's bishop from battering his king's rook's

W. The knight at his king's fourth square*.

21 B. The king's rook at the white king's bishop's third square.

W. The queen at her king's knight's second square.

22 B. The queen at her king's bishop's second square †.

W. The knight at the black king's knight's fourth square.

23 B. The queen gives check.

W. The king at his queen's knight's square.

pawn ; therefore it is best to push your king's pawn upon his rook, and sacrifice it ; because then your adversary, by taking it, openeth a free passage to your queen's pawn, which you are to advance immediately, and sustain, in case of need, with your other pawns, in order to make a queen with it, or draw some other considerable advantage to win the game. His queen's pawn (now become his king's,) appears to have the same advantage of having no opposition from your pawns to make a queen ; however, the difference is great, because his pawn being entirely separated from his comrades will always be endangered in his road by a multitude of your pieces all waging war against it.

* It was necessary to play that knight in order to stop his king's pawn ; the more, because this very pawn, in its present situation, stops the passage of his own bishop, and even of his knight.

† He playeth his queen in order next to give check. but if he had played his king's rook's pawn to prevent the attack of your knight, you must then have attacked his bishop and his queen with your queen's pawn ; and in such a case he would have been forced to take your pawn, and you should have retaken his bishop with your knight, which he could not have taken with his queen, because she would have been lost by a discovered check with your bishop.

24 B. The rook takes the bishop *.

W. The rook retakes the rook.

25 B. The queen at her king's bishop's fourth square.

W. The queen at her king's fourth square†.

26 B. The queen takes the queen.

W. The knight takes the queen.

27 B. The rook at the white king's bishop's fourth square.

W. The knight at the black king's knight's fourth square.

28 B. The queen's bishop's pawn one move.

W. The queen's rook at her king's knight's third square.

29 B. The knight at his queen's bishop's fourth square.

W. The knight at the black king's third square.

30 B. The knight takes the knight.

W. The pawn retakes the knight.

31 B. The rook at his king's bishop's third square.

W. The king's rook at it's queen's square.

32 B. The rook takes the pawn.

* He takes your king's bishop; first, to save his king's rook's pawn, and because your bishop proves more inconvenient to him than any other of your pieces; and secondly, to put his queen upon the rook that covers your king.

† Having the advantage of a rook against a bishop at the end of a game, it is your advantage to change queens: because his queen being at present troublesome in the post where he just played her, you force him to change, which he cannot avoid, if he will save his being checkmated.

W. The king's rook at the black queen's second square, and must win the game*.

FIRST BACK GAME.

Beginning at the third Move.

- 3 B. The queen's pawn two steps.
 W. The king's bishop's pawn two steps.
 4 B. The queen's pawn takes the pawn †.
 W. The king's bishop's pawn retakes the pawn.
 5 B. The king's knight at the white king's knight's fourth square.
 W. The queen's pawn one step.
 6 B. The king's bishop's pawn two steps.
 W. The king's bishop at his queen's bishop's fourth square.
 7 B. The queen's bishop's pawn two steps.
 W. The queen's bishop's pawn one step.
 8 B. The queen's knight at her bishop's third square.
 W. The king's knight at his king's second square.
 9 B. The king's rook's pawn two steps ‡.

* Any thing he could have played could not prevent you from doubling your rooks, unless he had sacrificed his bishop, or let you make a queen with your pawn; therefore he loses the game every way.

† If he had taken your king's bishop's pawn instead of this, you must have pushed your king's pawn upon his knight, and afterwards retaken his pawn with your queen's bishop.

‡ He pushes this pawn two steps to avoid having a double pawn upon his king's rook's line, which by pushing your king's rook's pawn upon his knight, he could not

- W. The king's rook's pawn one move.
- 10 B. The king's knight at his rook's third square.
- W. The king castles on his own side.
- 11 B. The queen's knight at her rook's fourth square.
- W. The bishop gives check.
- 12 B. The bishop covers the check.
- W. The bishop takes the black bishop.
- 13 B. The queen takes the bishop.
- W. The queen's pawn one move.
- 14 B. The queen's bishop's pawn one move*.
- W. The queen's knight's pawn two moves.
- 15 B. The queen's bishop's pawn takes it passing by.
- W. The rook's pawn retakes the pawn.
- 16 B. The queen's knight's pawn one move.
- W. The queen's bishop at his king's third square.
- 17 B. The bishop at his king's second square.
- W. The king's knight at his king's bishop's fourth square†.
- 18 B. The king's knight at his own square.
- W. The king's knight at the black king's knight's third square.

possibly escape, and you taking it afterwards with your queen's bishop, would have given him a very bad game.

* He playeth this to cut the communication of your pawns : but you avoid it by pushing immediately your queen's knight's pawn upon his knight, which move obliges your adversary to take the pawn by the way. This joins your pawns again, and makes them invincible.

† This knight gives the mortal blow to this game, because he holds at present all your adversary's pieces in some measure locked up, till you have time to prepare the check-mate.

- 19 B. The king's rook at its second square.
W. The king's pawn one move.
- 20 B. The queen at her knight's second square.
W. The queen's pawn one move.
- 21 B. The king's bishop at his third square.
W. The king's rook takes the pawn.
- 22 B. The king castles on his queen's side.
W. The king's rook takes the black queen's knight.
- 23 B. The pawn takes the rook.
W. The queen's rook takes the pawn.
- 24 B. The queen's rook's pawn one move.
W. The rook gives check.
- 25 B. The king retires.
W. The rook at the black queen's bishop's second square.
- 26 B. The queen at her knight's fourth square.
W. The queen's knight at her rook's third square.
- 27 B. The queen at her king's bishop's fourth square.
W. The queen's knight at her bishop's fourth square.
- 28 B. The queen takes the knight.
W. The bishop gives check.
- 29 B. The king retires where he can.
W. The knight gives check-mate.

SECOND BACK GAME.

Beginning from the fifth Move.

- 5 B. The king castles on his own side.
W. The king's bishop's pawn one move.
- 6 B. The queen's pawn one move.
W. The queen at her king's bishop's third square.

- 7 B. The queen's pawn takes the pawn.
 W. The queen's pawn retakes the pawn.
- 8 B. The queen's rook's pawn two moves.
 W. The king's knight's pawn two moves.
- 9 B. The queen at her third square.
 W. The king's knight's pawn one move.
- 10 B. The king's knight at his king's square.
 W. The king's bishop at his queen's bishop's fourth square.
- 11 B. The queen's bishop's pawn one move.
 W. The queen at the black king's rook's fourth square.
- 12 B. The queen's knight's pawn two steps.
 W. The king's knight's pawn one move.
- 13 B. The king's rook's pawn one move.
 W. The bishop takes the king's bishop's pawn, and gives check.
- 14 B. The king at his rook's square.
 W. The queen's bishop takes the black king's rook's pawn.
- 15 B. The king's knight at his bishop's third square.
 W. The queen being at her king's rook's fifth square, wins the game on removing the bishop.

THIRD BACK GAME.

Beginning from the tenth Move.

- 10 B. The king castles on his queen's side.
 W. The king castles on his own side.
- 11 B. The king's rook's pawn one move.
 W. The queen's knight at his queen's second square.
- 12 B. The king's knight's pawn two steps.
 W. The queen's bishop at his king's third square.

13 B. The queen's rook at its king's knight's square.

W. The queen's knight's pawn two steps.

14 B. The king's rook's pawn one move.

W. The queen's rook's pawn two moves *.

15 B. The bishop takes the knight.

W. The queen takes the bishop.

16 B. The king's knight's pawn one move.

W. The queen at her king's second square.

17 B. The queen's bishop's pawn one step.

W. The queen's rook's pawn one step.

18 B. The bishop at his queen's bishop's second square.

W. The queen's bishop's pawn one move.

19 B. The king's rook's pawn one move.

W. The king's rook at its queen's knight's square.

20 B. The king's rook at its fourth square.

W. The queen's bishop's pawn one move.

21 B. The queen's pawn one move.

W. The king's pawn one move.

22 B. The king's knight at his king's square.

W. The queen's knight's pawn one move.

23 B. The pawn takes the pawn.

W. The king's rook retakes the pawn.

24 B. The queen's rook's pawn one move.

* When the king is behind two or three pawns, and your adversary falls upon them in order to attack your king, you must take care not to push any of those pawns till forced ; as it would have been very bad policy to have pushed your king's rook's pawn upon his bishop, because he would then have got the attack by taking your knight with his bishop, and would have got an opening upon your king by pushing his king's knight's pawn, which would have lost you the game.

- W. The king's rook at its queen's knight's fourth square.
- 25 B. The king's bishop's pawn one move.
W. The king's bishop takes the queen's rook's pawn.
- 26 B. The pawn takes the bishop.
W. The queen takes the pawn, and gives check.
- 27 B. The king retires.
W. The queen gives check.
- 28 B. The knight covers the check.
W. The queen's rook's pawn one move.
- 29 B. The king at his queen's second square.
W. The queen takes the queen's pawn, and gives check.
- 30 B. The king retires.
W. The queen's rook's pawn one move, and by different ways wins the game.

CUNNINGHAM'S GAMBIT.

The Inventor of which thought it a sure Game ; but three Pawns well conducted, for the loss of a Bishop only, will win the Game, playing well on both Sides. There are two Back Games : one from the seventh, and the other at the eleventh Move.

- 1 W. The king's pawn two moves.
B. The same.
- 2 W. The king's bishop's pawn two moves.
B. The king's pawn takes the pawn.
- 3 W. The king's knight at his king's bishop's third square.
B. The king's bishop at his king's second square.

- 4 W. The king's bishop at his queen's bishop's fourth square.
B. The king's bishop gives check.
- 5 W. The king's knight's pawn one move.
B. The pawn takes the pawn.
- 6 W. The king castles on his own side.
B. The pawn takes the rook's pawn and gives check.
- 7 W. The king at his rook's square.
B. The king's bishop at his third-square*.
- 8 W. The king's pawn one move.
B. The queen's pawn two steps.
- 9 W. The king's pawn takes the bishop †.
B. The king's knight takes the pawn.
- 10 W. The king's bishop at his queen's knight's third square.
B. The queen's bishop at his king's third square.
- 11 W. The queen's pawn one move ‡.
B. The king's rook's pawn one move §.

* If instead of playing this bishop at his third square he had played it at his king's second square, you had won the game in a few moves, which appears by the first Back-game.

† Without a sacrifice of this bishop he could not win the game; but, losing it for three pawns, he becomes your conqueror; which three pawns (provided he doth not be too hasty in pushing them forward, and that they be always well sustained by his pieces) will win the game in spite of your best defence.

‡ If you had pushed this pawn two steps, you had given to his knight a free entry into your game, which would have lost it very soon. But, to make this more evident, see a second Back-game from this eleventh move.

§ This move is of great consequence, because it prevents you from attacking his king's knight, with your

- 12 W. The queen's bishop at his king's bishop's fourth square.
 B. The queen's bishop's pawn two steps.
- 13 W. The queen's bishop takes the pawn next to his king.
 B. The queen's knight at her bishop's third square.
- 14 W. The queen's knight at his queen's second square.
 B. The king's knight at the white king's knight's fourth square *.
- 15 W. The queen at her king's second square †.
 B. The knight takes the bishop.
- 16 W. The queen takes the knight.
 B. The queen at her knight's square ‡.
- 17 W. The queen takes the queen §.

queen's bishop, which would have enabled you to separate his pawns by changing one of your rooks for one of his knights.

* He playeth this knight to take your queen's bishop, which would prove very incommodious to him in case he should castle on his queen's side. Observe again as a general rule, that if the strength of your game consists in pawns, the best way is to take the adversary's bishops, because they can stop the advancing of the pawns much better than the rooks.

† Not being able to save your bishop, without doing worse, play your queen to take his place again when taken; for, if you had played it at your king's bishop's fourth square to prevent the check of his knight, he would have pushed his king's knight's pawn upon your said bishop, and would have won the game immediately.

‡ If he had played his queen any where else, she would have been cramped; therefore he offers to change, that in case you refuse he may place her at her third square, where she would be extremely well posted.

§ If you did not take his queen, your game would be still in a worse state.

- B. The rook takes the queen.
- 18 W. The queen's rook at its king's square.
B. The king at his queen's second square.
- 19 W. The king's knight gives check.
B. The knight takes the knight.
- 20 W. The queen's rook takes the knight.
B. The king at his queen's third square.
- 21 W. The king's rook at its king's square.
B. The queen's knight's pawn two steps.
- 22 W. The queen's bishop's pawn one step.
B. The queen's rook at its king's square.
- 23 W. The queen's rook's pawn two steps.
B. The queen's rook's pawn one step.
- 24 W. The knight at his king's bishop's third square.
B. The king's knight's pawn two steps.
- 25 W. The king at his knight's second square.
B. The king's bishop's pawn one move *.
- 26 W. The queen's rook at its king's second square.
B. The king's rook's pawn one step.
- 27 W. The queen's rook's pawn takes the pawn.
B. The pawn retakes the pawn.
- 28 W. The king's rook at its queen's rook's square.
B. The queen's rook at her home †.
- 29 W. The king's rook returns to its king's square.
B. The bishop at his queen's second square.
- 30 W. The queen's pawn one move.

* If he had pushed this pawn two steps, you had gained his queen's pawn, taking it with your bishop. This would have mended your game very much.

† Always strive to hinder the adversary from doubling his rooks, particularly when there is an opening in the game.

- B. The queen's bishop's pawn one move.
- 31 W. The bishop at his queen's bishop's second square.
B. The king's rook's pawn one move *.
- 32 W. The king's rook at his home.
B. The king's rook at its fourth square †.
- 33 W. The queen's knight's pawn one move.
B. The queen's rook at its king's rook's square.
- 34 W. The queen's knight's pawn one move.
B. The king's knight's pawn one move.
- 35 W. The knight at his queen's second square.
B. The king's rook at its king's knight's fourth square.
- 36 W. The king's rook at its king's bishop's square.
B. The king's knight's pawn one move.
- 37 W. The rook takes the pawn, and gives check.
B. The king at his queen's bishop's second square.
- 38 W. The king's rook at the black king's knight's third square.
B. The king's rook's pawn gives check.
- 39 W. The king at his knight's square.
B. The king's knight's pawn one move.

* He playeth this pawn to push afterwards that of his king's knight upon your knight, with a view to force it from his post; but if he had pushed his knight's pawn before he played this, you must have posted your knight at your king's rook's fourth square, and have stopped the progress of all his pawns.

† If instead of playing this he had given check with his rook's pawn, he would have played ill, and entirely against the instruction given in the observation marked (§) in the first game, p. 243.

- 40 W. The rook takes the rook.
B. The rook's pawn gives check.
- 41 W. The king takes the knight's pawn.
B. The rook's pawn makes a queen, and gives check.
- 42 W. The king at his bishop's second square.
B. The rook gives check at its king's bishop's square.
- 43 W. The king at his third square.
B. The queen gives check at the white king's rook's third square.
- 44 W. The knight covers the check, having no other way.
B. The queen takes the knight, and afterwards the rook, and gives check-mate in two moves after.

FIRST BACK GAME.

Beginning at the seventh Move of the Gambit.

- 7 W. The king at his rook's square.
B. The bishop at his king's second square.
- 8 W. The king's bishop takes the pawn, and gives check.
B. The king takes the bishop.
- 9 W. The king's knight at the black king's fourth square giving double check.
B. The king at his third square, any where else he loses his queen.
- 10 W. The queen gives check at her king's knight's fourth square.
B. The king takes the knight.
- 11 W. The queen gives check at the black king's bishop's fourth square.
B. The king at his queen's third square.
- 12 W. The queen gives check-mate at the black queen's fourth square.

SEQUEL TO THIS FIRST BACK GAME ;

In case the Adversary refuses taking your Bishop with his King, at the eighth Move of this first Back-game.

- 8 W. THE king's bishop takes the pawn and gives check.
B. The king at his bishop's square.
- 9 W. The king's knight at the black king's fourth square.
B. The king's knight at his king's bishop's third square.
- 10 W. The king's bishop at his queen's knight's third square.
B. The queen at her king's square.
- 11 W. The king's knight at the black king's bishop's second square.
B. The rook at the king's knight's square.
- 12 W. The king's pawn one move.
B. The queen's pawn two moves.
- 13 W. The pawn takes the knight.
B. The pawn retakes the pawn.
- 14 W. The bishop takes the pawn.
B. The queen's bishop at the white king's knight's fourth square.
- 15 W. The queen at her king's square.
B. The queen's bishop at her king's rook's fourth square.
- 16 W. The queen's pawn two steps.
B. The bishop takes the knight.
- 17 W. The queen's bishop gives check.
B. The rook covers the check.
- 18 W. The knight at his queen's bishop's third square.
B. The bishop takes the bishop.

- 19 W. The knight retakes the bishop.
 B. The queen at her king's bishop's second square.
- 20 W. The knight takes the bishop.
 B. The queen takes the knight.
- 21 W. The queen takes the queen.
 B. The king takes the queen.
- 22 W. The bishop takes the rook, and with the superiority of a rook easily wins the game.

SECOND BACK GAME.

Beginning at the eleventh Move of Cunningham's Gambit.

- 11 W. THE queen's pawn two moves.
 B. The king's knight at the white king's fourth square.
- 12 W. The queen's bishop at his king's bishop's fourth square.
 B. The king's bishop's pawn two moves.
- 13 W. The queen's knight at his queen's second square *.
 B. The queen at her king's second square.
- 14 W. The queen's bishop's pawn two moves.

* This knight is played to tempt your adversary to take it; but if he did, he would play very ill; because a knight thus situated, and sustained by two pawns, whilst you have no pawn left to push up to replace it, that knight is at least worth a rook, and becomes so incommodious, that you will be forced to remove it; and in this case your adversary reunites his two pawns, one of which will probably either make a queen, or cost you a piece to prevent the same.

▲ ▲

- B. The queen's bishop's pawn one move*.
- 15 W. The pawn takes the pawn.
B. The pawn retakes the pawn.
- 16 W. The queen's rook at her bishop's square.
B. The queen's knight at her bishop's third square.
- 17 W. The queen's knight takes the knight.
B. The king's bishop's pawn retakes the knight.
- 18 W. The knight takes the black pawn next to his king.
B. The king castles with his rook.
- 19 W. The queen at her second square.
B. The king's rook's pawn one step.
- 20 W. The queen's rook at the black queen's bishop's fourth square.
B. The queen's rook at its queen's square.
- 21 W. The king's bishop at his queen's rook's fourth square.
B. The king's knight's pawn two steps.
- 22 W. The queen's bishop at his king's third square.
B. The rook takes the rook.
- 23 W. The knight takes the rook.
B. The queen at her third square.
- 24 W. The queen at her king's rook's second square.
B. The king at his knight's second square.
- 25 W. The queen takes the queen.
B. The rook retakes the queen.

* If he had taken your pawn, his game would have very much diminished in strength, because his knight had then been sustained but by one pawn instead of two; besides, he would have been forced to withdraw his king's knight when attacked, in order to preserve the pawn that sustained it.

- 26 W. The queen's rook's pawn one move.
B. The king at his knight's third square.
- 27 W. The queen's knight's pawn two steps.
B. The king's rook's pawn one move.
- 28 W. The queen's knight's pawn one move.
B. The knight at his king's second square.
- 29 W. The rook at the black queen's bishop's second square.
B. The rook at its queen's second square.
- 30 W. The rook takes the rook, if not it will be the same.
B. The bishop retakes the rook.
- 31 W. The king at his knight's second square.
B. The king's rook's pawn one step.
- 32 W. The queen's bishop at his king's bishop's second square.
B. The king at his rook's fourth square.
- 33 W. The king's bishop gives check.
B. The bishop covers the check.
- 34 W. The bishop takes the bishop.
B. The king takes the bishop.
- 35 W. The knight gives check at his king's third square.
B. The king at the white king's bishop's fourth square.
- 36 W. The king at his rook's third square.
B. The king at the white king's bishop's third square.
- 37 W. The knight at his king's knight's fourth square.
B. The knight at his king's bishop's fourth square.
- 38 W. The bishop at his king's knight's square.
B. The king's pawn one move.
- 39 W. The queen's rook's pawn one move.
B. The king's pawn one move.

- 40 W. The bishop at his king's bishop's second square.
 B. The knight takes the queen's pawn, and afterwards wins the game.

**FURTHER ILLUSTRATION OF CUNNINGHAM'S
 GAMBIT.**

- 1 W. The king's pawn two moves.
 B. The same.
 2 W. The king's bishop's pawn two moves.
 B. The pawn takes the pawn.
 3 W. The king's knight at his bishop's third square.
 B. The king's bishop at his king's second square.
 4 W. The king's bishop at his queen's bishop's fourth square.
 B. The bishop gives check.
 5 W. The king at his bishop's square *.
 B. The queen's pawn one step.
 6 W. The queen's pawn two steps.
 B. The queen at her king's bishop's third square.
 7 W. The king's pawn one step.
 B. The queen's pawn takes the pawn.
 8 W. The queen's pawn retakes the pawn.
 B. The queen at her king's second square.
 9 W. The queen's bishop takes the gambit pawn.
 B. The queen's bishop at the white king's knight's fourth square.

* Withdrawing your king to his bishop's place, makes it impossible for your adversary to preserve the gambit pawn, which will be always in your power to take.

- 10 W. The queen's knight at her bishop's third square.
 B. The queen's bishop's pawn one step.
 11 W. The queen's knight at his king's fourth square, must win the game.

THE QUEEN'S GAMBIT.

Wherein there are six Back-games.

- 1 W. The queen's pawn two steps.
 B. The queen's pawn two steps likewise.
 2 W. The queen's bishop's pawn two steps.
 B. The pawn takes the pawn.
 3 W. The king's pawn two moves *.
 B. The king's pawn two moves †.
 4 W. The queen's pawn one move ‡.
 B. The king's bishop's pawn two moves §.
 5 W. The queen's knight at her bishop's third square.

* If instead of two, you had pushed this pawn but one step, your adversary would have shut up your queen's bishop for at least half the game ; the first Back-game will be the evidence of it.

† If instead of playing this pawn, he had sustained the gambit pawn, he had lost the game. This will be seen by a second Back-game. But if he had neither pushed this pawn, nor taken the gambit pawn, in this case you must have pushed your king's bishop's pawn two steps, and your game would have been in the best of situations.

‡ If instead of pushing your pawn forwards you had taken his king's pawn, you had lost the advantage of the attack. This is the subject of a third Back-game.

§ If he had played any thing else, you must have pushed your king's bishop's pawn two steps, and by this means have procured your pieces an entire liberty.

- B. The king's knight at his bishop's third square.
- 6 W. The king's bishop's pawn one move.
 B. The king's bishop at his queen's bishop's fourth square.
- 7 W. The queen's knight at her rook's fourth square*.
 B. The bishop takes the knight, near the white king's rook †.
- 8 W. The rook takes the bishop.
 B. The king castles ‡.
- 9 W. The knight at his queen's bishop's third square.
 B. The pawn takes the pawn.
- 10 W. The king's bishop takes the gambit's pawn §.
 B. The pawn takes the white king's bishop's pawn.

* If instead of playing your knight in order to take his king's bishop, or make him remove it from that line, you had taken the gambit pawn, you had lost the game again. This is shewn by a fourth Back-game.

† If instead of taking your knight, he had played his bishop at your queen's fourth square, you must have attacked it with your king's knight, and taken it the next move.

‡ If instead of castling, he had pushed his queen's knight's pawn two steps in order to sustain his gambit pawn, it appears by a fifth Back-game that he had lost; and if instead of either of these two moves, he had chosen to take your king's pawn, your retaking it would have hindered him from taking yours again with his knight, because he would have lost the game by your giving him check with your queen.

§ This particular move demands a sixth Back-game; because if you had retaken his king's bishop's pawn with your king's bishop's pawn, you had lost the game again.

- 11 W. The pawn retakes the pawn *.
B. The queen's bishop at his king's bishop's fourth square.
- 12 W. The queen's bishop at his king's third square.
B. The queen's knight at his queen's second square.
- 13 W. The queen at her second square.
B. The queen's knight at his third square.
- 14 W. The queen's bishop takes the knight.
B. The rook's pawn retakes the bishop.
- 15 W. The king castles on his queen's side.
B. The king at his rook's square.
- 16 W. The king's rook at the black king's knight's fourth square.
B. The king's knight's pawn one move.
- 17 W. The queen at her king's third square.
B. The queen at her third square.
- 18 W. The knight at his king's fourth square.
B. The bishop takes the knight.
- 19 W. The pawn retakes the bishop, and reunites his comrades.
B. The king's rook at its king's square.
- 20 W. The king at his queen's knight's square.
B. The queen at her bishop's fourth square.
- 21 W. The queen takes the queen.
B. The pawn retakes the queen.
- 22 W. The queen's rook at its king's square.
B. The king at his knight's second square.
- 23 W. The king at his queen's bishop's second square.

* In retaking this pawn, you give an opening to your rook upon his king, and this pawn serves likewise for a better guard to your king ; it stops also the course of your adversary's knight ; and though you have at present a pawn less, you have the best of the game by the situation.

- B. The king's rook's pawn one move.
- 24 W. The king's rook at his knight's third square.
B. The knight at his king's rook's fourth square.
- 25 W. The attacked rook saves itself at the queen's knight's third square.
B. The queen's knight's pawn one move.
- 26 W. The queen's pawn one step, to make an opening for your rook and bishop.
B. The pawn takes the pawn.
- 27 W. The king's rook takes the pawn.
B. The queen's rook at its queen's square.
- 28 W. The queen's rook at its queen's square.
B. The knight at his king's bishop's third square.
- 29 W. The king's rook gives check.
B. The king at his rook's square.
- 30 W. The bishop at the black queen's fourth square, to prevent the adversary's pawns advancing.
B. The knight takes the bishop.
- 31 W. The rook retakes the knight.
B. The king's rook at its king's bishop's square.
- 32 W. The queen's rook at its queen's second square.
B. The king's rook at the white king's bishop's fourth square.
- 33 W. The queen's rook at its king's second square.
B. The queen's pawn one move.
- 34 W. The pawn takes the pawn.
B. The queen's rook takes the pawn.
- 35 W. The king's rook at the black king's second square.

- B. The king's knight's pawn one step : if he sustained the pawn, the game was lost.
- 36 W. One of the two rooks takes the pawn.
B. The rook takes the rook.
- 37 W. The rook retakes the rook.
B. The rook gives check at the white king's bishop's second square.
- 38 W. The king at his queen's bishop's third square.
B. The rook takes the pawn.
- 39 W. The rook's pawn two steps*.
B. The king's knight's pawn one step.
- 40 W. The rook's pawn one move.
B. The knight's pawn one move.
- 41 W. The rook at its king's square.
B. The knight's pawn one move.
- 42 W. The rook at its king's knight's square.
B. The rook gives check.
- 43 W. The king at his queen's bishop's fourth square.
B. The rook at the white king's knight's third square.
- 44 W. The rook's pawn one move.
B. The rook at its king's knight's second square.
- 45 W. The king takes the pawn.
B. The rook's pawn one move.
- 46 W. The king at the black queen's knight's third square.
B. The rook's pawn one move.
- 47 W. The rook's pawn one move.

* If you had taken his pawn with your rook, instead of pushing this pawn, you had lost the game ; because your king would have prevented your rook from coming in time to stop the passage of his knight's pawn. This may be seen by playing over the same moves.

- B. The rook takes the pawn*.
- 48 W. The rook takes the pawn†.
- B. The rook at the king's rook's second square.
- 49 W. The pawn two steps.
- B. The pawn one step.
- 50 W. The rook at its king's rook's second square.
- B. The king at his knight's second square.
- 51 W. The pawn one move.
- B. The king at his knight's third square.
- 52 W. The king at the black queen's bishop's third square.
- B. The king at his knight's fourth square.
- 53 W. The pawn one move.
- B. The king at the white king's knight's fourth square.
- 54 W. The pawn advances.
- B. The rook takes the pawn, and playing afterwards his king upon the rook, it is a drawn game, because his pawn will cost your rook.

FIRST BACK GAME.

Beginning at the third Move of the Queen's Gambit.

- 3 W. THE king's pawn one move.
- B. The king's bishop's pawn two steps‡.

* If he did not take your pawn, you must have taken his; and that would have given you the game.

† If instead of taking his pawn, you had taken his rook, you had lost the game.

‡ Moving of this pawn must convince you, that it had been better to push your king's pawn two steps, because his pawn obstructs the union of your king's and queen's pawns in front.

- 4 W. The king's bishop takes the pawn.
B. The king's pawn one move.
- 5 W. The king's bishop's pawn one move.
B. The king's knight at his bishop's third square*.
- 6 W. The queen's knight at her bishop's third square.
B. The queen's bishop's pawn two steps†.
- 7 W. The king's knight at his king's second square.
B. The queen's knight at her bishop's third square.
- 8 W. The king castles on his own side.
B. The king's knight's pawn two steps‡.
- 9 W. The queen's pawn takes the pawn§.
B. The queen takes the queen.
- 10 W. The rook retakes the queen.
B. The king's bishop takes the pawn.
- 11 W. The king's knight at his queen's fourth square.
B. The king at his second square.
- 12 W. The queen's knight at her rook's fourth square.
B. The king's bishop at his queen's third square.
- 13 W. The king's knight takes the knight.
B. The pawn retakes the knight.

* He playeth this knight to hinder your king's and queen's pawns from assembling.

† This is pushed again with the same design, to prevent the centre pawns from uniting in front.

‡ He playeth this pawn to push that of his king's bishop upon your king's pawn in case of need, which would cause an entire separation of your best pawns.

§ If instead of taking this pawn you had advanced your own, the adversary would then have attacked your king's

- 14 W. The king's bishop's pawn one step*.
B. The king's rook's pawn one step.
- 15 W. The queen's bishop at his queen's second square.
B. The knight at his queen's fourth square.
- 16 W. The king's knight's pawn one step.
B. The queen's bishop at his queen's second square.
- 17 W. The king at his bishop's second square.
B. The queen's bishop's pawn one move.
- 18 W. The knight at his queen's bishop's third square.
B. The queen's bishop at his third square.
- 19 W. The knight takes the knight. •
B. The pawn retakes the knight.
- 20 W. The king's bishop at his king's second square.
B. The queen's rook at its king's knight's square.
- 21 W. The queen's bishop at his third square.
B. The king's knight's pawn takes the pawn.
- 22 W. The bishop takes the rook†.

bishop with his queen's knight, to compel you to give him check; and in this case, he, playing his king at his bishop's second square, had gained the move upon you, and a very good situation for game.

* You advance this pawn to prevent your adversary from putting three pawns in front, which he would have done by pushing only his king's pawn.

† If you had retaken his pawn with your knight's pawn, he would have pushed his queen's pawn upon your bishop, and afterwards would have entered your game with a check of his rook, sustained by his queen's bishop; and if you had taken this pawn with your king's pawn, he might have done the same; which would have given

- B.** The pawn takes the king's pawn giving check.
- 23 W.** The king retakes the pawn.
B. The rook takes the bishop.
- 24 W.** The king's bishop at his third square.
B. The king at his third square.
- 25 W.** The king's rook at its queen's second square.
B. The queen's pawn gives check.
- 26 W.** The king at his bishop's second square.
B. The queen's bishop at the white king's fourth square.
- 27 W.** The queen's rook at its king's square.
B. The king at his queen's fourth square.
- 28 W.** The king's rook at its king's second square.
B. The rook at its king's square.
- 29 W.** The king's knight's pawn one move.
B. The bishop takes the bishop.
- 30 W.** The rook takes the rook.
B. The pawn takes the pawn.
- 31 W.** The king's rook's pawn one move.
B. The queen's bishop's pawn one move.
- 32 W.** The king's rook at the black king's rook's square.
B. The queen's pawn one move.
- 33 W.** The king at his third square.
B. The king's bishop gives check at his queen's bishop's fourth square.
- 34 W.** The king at his Bishop's fourth square, having no other place.

him a very good game, because one of his pawns being then passed (that is to say, a pawn that can be no more stopped but by pieces) will infallibly cost a piece to hinder the making of a queen.

- B. The queen's pawn one move, and wins the game*.

SECOND BACK GAME.

Beginning at the third Move of the Queen's Gambit.

- 3 W. THE king's pawn two steps.
B. The queen's knight's pawn two steps.
- 4 W. The queen's rook's pawn two steps.
B. The queen's bishop's pawn one step.
- 5 W. The queen's knight's pawn one step.
B. The gambit pawn takes the pawn†.
- 6 W. The rook's pawn takes the pawn.
B. The queen's bishop's pawn takes the pawn.
- 7 W. The king's bishop takes the pawn, and gives check.
B. The bishop covers the check.
- 8 W. The queen takes the pawn.
B. The bishop takes the bishop.
- 9 W. The queen retakes the bishop, and gives check.
B. The queen covers the check.

* The loss of this game shews the strength of two bishops against the rooks, particularly when the king is placed between two pawns. But if instead of employing your rooks to make war against his pawns, you had, on the thirty-first move, played your rook at the black queen's square; on the thirty-second move brought your other rook at your adversary's king's second square; and on the thirty-third move sacrificed your first rook for his king's bishop; you had made it a drawn game.

† It is of the same consequence in the attack of the queen's gambit to separate the adversary's pawns on that side, as it is in the king's gambit to separate them on the king's side.

- 10 W. The queen takes the queen.
B. The knight retakes the queen.
- 11 W. The king's bishop's pawn two steps.
B. The king's pawn one move or step.
- 12 W. The king at his second square.
B. The king's bishop's pawn two steps*.
- 13 W. The king's pawn one move.
B. The king's knight at his king's second square.
- 14 W. The queen's knight at his bishop's third square. •
B. The king's knight at his queen's fourth square†.
- 15 W. The knight takes the knight.
B. The pawn retakes the knight.
- 16 W. The queen's bishop at her rook's third square.
B. The bishop takes the bishop.
- 17 W. The rook takes the bishop.
B. The king at his second square.
- 18 W. The king at his bishop's third square.
B. The king's rook at its queen's knight's square.

* By pushing this pawn two steps, the adversary forces you to push forwards your king's pawn, in order to cause your queen's pawn, now at the head, to be left behind, and of no use. (See observation in page 250.) Nevertheless you must play it; but strive afterwards, with the help of your pieces, to change this your queen's pawn for his king's, and give a free passage to your own king's pawn.

† In this present situation your adversary is forced to propose the changing of knights, though by this move he separates his pawns; because if he had played any thing else, you would have taken his rook's pawn, by playing only your knight at the black queen's knight's fourth square.

- 19 W. The knight at his king's second square.
 B. The king at his third square.
- 20 W. The king's rook at its queen's rook's square.
 B. The king's rook at its queen's knight's second square.
- 21 W. The queen's rook gives check.
 B. The knight covers the check.
- 22 W. The king's rook at the black queen's rook's fourth square.
 B. The king's knight's pawn one move.
- 23 W. The knight at his queen's bishop's third square.
 B. The queen's rook at its queen's square.*
- 24 W. The queen's rook takes the rook's pawn.
 B. The rook takes the rook.
- 25 W. The rook retaketh, and must win the game, having a pawn superiority, and moreover a pawn past, which amounts to a piece*.

THIRD BACK GAME.

Beginning at the fourth Move of the Queen's Gambit.

- 4 W. The queen's pawn takes the pawn.
 B. The queen takes the queen.
- 5 W. The king retakes the queen.
 B. The queen's bishop at his king's third square.
- 6 W. The king's bishop's pawn two steps.
 B. The king's knight's pawn one step.

* By this Back-game it appears, that a pawn, when separated from his fellows, will seldom or never succeed.

7 W. The queen's knight at her bishop's third square.

B. The queen's knight at his queen's second square.

8 W. The king's rook's pawn one move.

B. The king's rook's pawn two moves.

9 W. The queen's bishop at his king's third square.

B. The king castles on his queen's side.

10 W. The king at his queen's bishop's second square.

B. The king's bishop at his queen's bishop's fourth square.

11 W. The bishop takes the bishop.

B. The knight retakes the bishop.

12 W. The king's knight at his bishop's third square.

B. The queen's bishop's pawn one step.

13 W. The king's knight at the black king's knight's fourth square.

B. The queen's knight's pawn two steps.

14 W. The king's bishop at his king's second square.

B. The king's knight at his king's second square.

15 W. The knight takes the bishop.

B. The pawn retakes the knight.

16 W. The queen's rook's pawn two steps.

B. The queen's knight at the white queen's knight's third square.

17 W. The queen's rook at its second square.

B. The queen's rook's pawn one step.

18 W. The queen's rook's pawn takes the pawn.

B. The queen's rook's pawn retakes the pawn.

19 W. The rook gives check.

B B 3

- B. The king at his queen's knight's second square.
- 20 W. The rook takes the rook.
B. The rook retakes the rook.
- 21 W. The rook at his queen's square.
B. The queen's knight gives check at the white queen's fourth square.
- 22 W. The king at his queen's knight's square.
B. The king at his queen's knight's third square.
- 23 W. The king's knight's pawn two steps.
B. The pawn takes the pawn.
- 24 W. The pawn retakes the pawn.
B. The queen's bishop's pawn one move.
- 25 W. The king's knight's pawn one move.
B. The king's knight at his queen's bishop's third square.
- 26 W. The bishop at his king's knight's fourth square.
B. The queen's knight's pawn one move.
- 27 W. The knight at his king's second square.
B. The king's knight at his queen's rook's fourth square.
- 28 W. The knight takes the knight.
B. The pawn retakes the knight.
- 29 W. The bishop takes the pawn.
B. The king at his queen's bishop's fourth square.
- 30 W. The king's bishop's pawn one step.
B. The queen's pawn one move.
- 31 W. The king's bishop's pawn takes the pawn*.
B. The knight at the white queen's knight's third square.

* He takes this pawn, to make a queen upon the white king's knight's square, where his bishop sustains the pawn.

- 32 W. The pawn one move.
 B. The rook at its queen's rook's square, to give check-mate.
- 33 W. The rook takes the pawn.
 B. The rook gives check.
- 34 W. The king has but one place.
 B. The rook gives check-mate at its queen's bishop's square.

FOURTH BACK GAME.

Beginning at the seventh Move of the Queen's Gambit.

- 7 W. The king's bishop takes the gambit pawn.
 B. The king's bishop's pawn takes the pawn.
- 8 W. The king's bishop's pawn retakes the pawn.
 B. The king's knight at the white king's knight's fourth square.
- 9 W. The king's knight at his rook's third square.
 B. The queen gives check.
- 10 W. The king at his queen's second square.
 B. The king's knight at the white king's third square.
- 11 W. The queen at her king's second square.
 B. The queen's bishop at the white king's knight's fourth square.
- 12 W. The queen at her third square.
 B. The king's knight takes the king's knight's pawn.
- 13 W. The king's knight at his home.
 B. The queen at the white king's square giving check.
- 14 W. The king retires.

B. The king's bishop takes the knight, and will easily win the game.

FIFTH BACK GAME.

At the eighth Move of the Queen's Gambit.

- 8 W. THE' rook retakes the bishop.
B. The queen's knight's pawn two steps.
- 9 W. The knight at the black queen's bishop's fourth square.
B. The king castles on his own side.
- 10 W. The queen's rook's pawn two moves.
B. The queen's knight at her rook's third square.
- 11 W. The knight takes the knight.
B. The bishop retakes the knight.
- 12 W. The rook's pawn takes the pawn.
B. The bishop retakes the pawn.
- 13 W. The queen's knight's pawn one move.
B. The king's bishop's pawn takes the pawn.
- 14 W. The queen's knight's pawn takes the pawn.
B. The bishop at his queen's second square.
- 15 W. The queen's bishop at the black king's knight's fourth square.
B. The pawn takes the pawn.
- 16 W. The pawn retakes the pawn.
B. The king at his rook's square.
- 17 W. The king's bishop at his queen's third square.
B. The king's rook's pawn one move.
- 18 W. The king's rook's pawn two moves.
B. The rook's pawn takes the queen's bishop.
- 19 W. The pawn retakes the pawn.
B. The knight at his rook's fourth square.

- 20 W. The bishop at the black king's knight's third square.
B. The knight at the white king's bishop's fourth square.
- 21 W. The queen at her bishop's second square.
B. The knight takes the bishop to avoid the mate.
- 22 W. The queen retakes the knight.
B. The bishop at his king's bishop's fourth square.
- 23 W. The queen gives check.
B. The king retires.
- 24 W. The king's knight's pawn one move.
B. The bishop takes the pawn.
- 25 W. The queen takes the bishop.
B. The queen at her king's bishop's third square.
- 26 W. The queen's rook at the black queen's rook's third square.
B. The queen takes the queen.
- 27 W. The queen's rook retakes the queen.
B. The king's rook at his bishop's second square.
- 28 W. The king at his second square.
B. The queen's rook's pawn two steps.
- 29 W. The queen's rook at the black king's third square.
B. The rook's pawn one move.
- 30 W. The rook takes the pawn.
B. The rook's pawn one move.
- 31 W. The king's rook at his queen's rook's square.
B. The rook's pawn one move.
- 32 W. The rook at its king's third square.
B. The king's rook at his bishop's third square.

- 33 W. The king at his queen's third square.
B. The rook gives check.
- 34 W. The king at his fourth square.
B. The rook takes the rook.
- 35 W. The king retakes the rook.
B. The rook at its queen's rook's third square.
- 36 W. The king at his queen's fourth square.
B. The king at his bishop's second square.
- 37 W. The king at his queen's bishop's third square.
B. The rook gives check.
- 38 W. The king at his queen's knight's fourth square.
B. The rook takes the pawn.
- 39 W. The rook takes the pawn.
B. The king at his second square.
- 40 W. The queen's bishop's pawn one step.
B. The king's knight's pawn two steps.
- 41 W. The rook at the black queen's rook's second square.
B. The king at his queen's square.
- 42 W. The king at the black queen's knight's fourth square.
B. The knight's pawn one move.
- 43 W. The king at the black queen's bishop's third square.
B. The rook gives check.
- 44 W. The pawn covers the check.
B. The pawn takes the pawn.
- 45 W. The pawn retakes the pawn.
B. The king at his home.
- 46 W. The rook at the black king's knight's second square.
B. The rook at its third square.
- 47 W. The king at the black queen's bishop's

second square, and afterwards pushing his pawn, will win the game.

SIXTH BACK GAME.

Beginning at the tenth Move of the Queen's Gambit.

- 10 W. THE king's bishop's pawn takes the pawn.
B. The knight takes the king's pawn.
- 11 W. The knight retakes the knight.
B. The queen gives check.
- 12 W. The knight at his king's knight's third square.
B. The queen's bishop at the white king's knight's fourth square.
- 13 W. The king's bishop at his king's second square *.
B. The queen takes the rook's pawn.
- 14 W. The king's rook at his bishop's square †.
B. The queen takes the knight and gives check.
- 15 W. The king at his queen's second square.
B. The queen's knight at his queen's second square.
- 16 W. The rook takes the rook ‡.
B. The rook retakes the rook.

* Any thing you could have played could not save a piece.

† If instead of playing your rook you had played your king, the adversary had won sooner, by only playing his rook at your king's bishop's second square.

‡ If you had taken his bishop, he would have given you check with his queen at your queen's third square, and mate by taking your rook the following move.

17 W. The queen at her king's square.

B. The rook at the white king's bishop's second square, and wins the game.

PHILIDOR'S LEGACY.

WHITE.

King 58, queen 35.

Knight 31, pawns 49,
50, and 51.

1 Knight 31 to 14 †.

2 Knight 14 to 24 ††.

3 Queen 35 to 7 †.

Knight 24 to 14 †.

BLACK.

King 8, rooks 1 and 23.

Pawns 15 and 16.

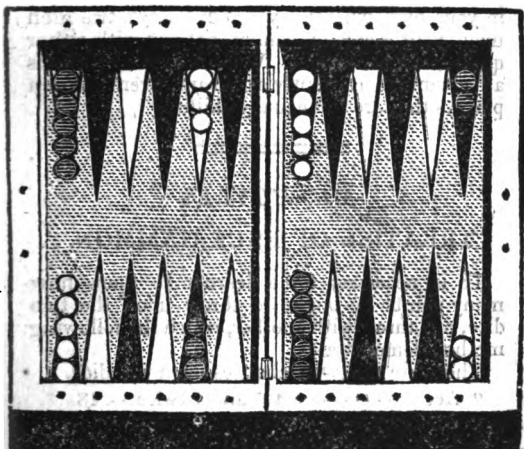
1 King 8 to 7.

2 King 7 to 8.

3 Rook 1 to 7 *.

† Signifies that check-mate is given, † that check is given, and * that a man is taken by that move.

THE GAME OF BACK-GAMMON.



THIS game is played by two persons, with a box and dice, upon a table divided into two parts, upon which there are 12 black and 12 white points. Each adversary has fifteen men, black and white to distinguish them, which are disposed of thus: Supposing you play into the right-hand table, two upon the ace-point in your adversary's table, five upon the six-point in the opposite table, three upon the cinque-point in the hithermost table, and five on the six-point in your own table: the grand object is to bring the men round into

your own table; all throws that contribute towards it; and prevent your adversary doing the like, are advantageous, and *vice versa*. The first best throw upon the dice is esteemed aces, as it stops the six-point in the outer table, and secures the cinque in your own, whereby your adversary's two men upon your ace-point cannot get out with either quatre, cinque, or six. Wherefore this throw is an advantage frequently asked and given between players that are not equally skilful.

MR. HOYLE'S

TREATISE OF BACK-GAMMON.

It is necessary for a learner to know how many points he ought to throw upon the two dice, one throw with another, which the following method demonstrates.

There are thirty-six chances upon two dice.

| | | | |
|---------------|----|---------------|----|
| 2 Aces | 4 | 5 and 4 twice | 18 |
| 2 Deuces | 8 | 5 .. 3 | 16 |
| 2 Trois | 12 | 5 .. 2 | 14 |
| 2 Fours | 16 | 5 .. 1 | 12 |
| 2 Fives | 20 | 4 .. 3 | 14 |
| 2 Sixes | 24 | 4 .. 2 | 12 |
| 6 and 5 twice | 22 | 4 .. 1 | 10 |
| 6 .. 4 | 20 | 3 .. 2 | 10 |
| 6 .. 3 | 18 | 3 .. 1 | 8 |
| 6 .. 2 | 16 | 2 .. 1 | 6 |
| 6 .. 1 | 14 | | |

—Points.

Divided by 36 { 294 } 8
 { 288 }

294 divided by 36, shews that one throw with another you may expect 8 upon two dice.

The chances upon 2 dice are as follow :

| | | | |
|---------------------|---|---------------------|----------|
| 2 Sixes | 1 | 5 and 4 twice | 2 |
| 2 Fives | 1 | 5 .. 3 | 2 |
| 2 Fours | 1 | 5 .. 2 | 2 |
| 2 Trois | 1 | * 5 .. 1 | 2 |
| 2 Deuces | 1 | 4 .. 3 | 2 |
| * 2 Aces | 1 | 4 .. 2 | 2 |
| 6 and 5 twice | 2 | * 4 .. 1 | 2 |
| 6 .. 4 | 2 | 3 .. 2 | 2 |
| 6 .. 3 | 2 | * 3 .. 1 | 2 |
| 6 .. 2 | 2 | * 2 .. 1 | 2 |
| * 6 .. 1 | 2 | | |
| | | | <hr/> 36 |

To find out by this table what are the odds of being hit upon a certain, or flat die, look in the table where thus * marked.

| | | | |
|-----------------------|---|----------------------|---|
| * 2 Aces | 1 | * 3 .. 1 twice | 2 |
| * 6 and 1 twice | 2 | * 4 .. 1 | 2 |
| * 5 .. 1 | 2 | * 2 .. 1 | 2 |

Total 11

Which deducted from 36

The Remainder is 25

By this it appears, that it is 25 to 11 against hitting an ace, upon a certain, or flat die. The like method may be taken with any other flat die, as with the ace.

What are the odds of entering a man upon 1, 2, 3, 4, or 5 points?

| | | <i>Answer.</i> | | <i>Reduced.</i> | |
|-------------|---|-----------------|----------|-----------------|------|
| To enter it | { | for. against. | | for. against. | |
| | | upon 1 point is | 11 to 25 | 4 | to 9 |
| | | 2 | 20 .. 16 | 5 | .. 4 |
| | | 3 | 27 .. 9 | 3 | .. 1 |
| | | 4 | 32 .. 4 | 8 | .. 1 |
| | { | 5 | 35 .. 1 | 35 | .. 1 |
| | | or about | | or about | |

What are the odds of hitting, with any chance, in the reach of a single die?

| | | <i>Answer.</i> | | | | <i>Reduced.</i> | | | | |
|--------|---|----------------|----|----------|----|-----------------|---|----------|----|----|
| | | for. | | against. | | for. | | against. | | |
| To hit | { | upon 1 is | 11 | to | 25 | or about | { | 4 | to | 9 |
| | | 2 .. | 12 | .. | 24 | | | 1 | .. | 2 |
| | | 3 .. | 14 | .. | 22 | | | 2 | .. | 3 |
| | | 4 .. | 15 | .. | 21 | | | 5 | .. | 7 |
| | | 5 .. | 15 | .. | 21 | | | 5 | .. | 7 |
| | | 6 .. | 17 | .. | 19 | | | 8½ | .. | 9½ |

What are the odds of hitting with double dice?

| | | <i>Answer.</i> | | | | <i>Reduced.</i> | | | | |
|--------|---|----------------------|---------|---------|----------|-----------------|---------|------|------|----------|
| To hit | { | | | for. | against. | or about | | | for. | against. |
| | | upon 7 | is | 6 | to 30 | | 1 | to 5 | | |
| | | 8 | .. | 6 | .. 30 | | 1 .. 5 | | | |
| | | 9 | .. | 5 | .. 31 | | 1 .. 6 | | | |
| | | 10 | .. | 3 | .. 33 | | 1 .. 11 | | | |
| | | 11 | .. | 2 | .. 34 | | 1 .. 17 | | | |
| | | 12 (or 2 sixes) | 1 .. 35 | 1 .. 35 | | | | | | |

To explain farther how to use the table of 36 chances, to find the odds of being hit upon any certain or flat die, this second example shows how to discover by that the odds of being hit upon a 6.

| | | | |
|----------------|---|---------------|---|
| 2 Sixes | 1 | 6 and 3 twice | 2 |
| 2 Trois | 1 | 6 .. 2 | 2 |
| 2 Deuces | 1 | 6 .. 1 | 2 |
| 6 and 5 twice | 2 | 5 .. 1 | 2 |
| 6 and 4 twice | 2 | 4 .. 2 | 2 |

Which deducted from 36

Remainder is—19

That is 19 to 17 against being hit upon a 6.

The odds of 2 love are about 5 to 2.

and of... 2 to 1..... is 2 .. 1.

and of..... 1 love is 3 .. 2.



1. If you play three up, your principal object in the first place, is, either to secure your own or your adversary's cinque point; when that is effected you may play a pushing game, and endeavour to gammon the adversary.

2. The next best point (after you have gained your cinque-point) is to make your bar-point, thereby preventing your adversary running with 2 sixes.

3. After you have proceeded thus far, prefer making the quatre-point in your own tables, rather than the quatre-point out of them.

4. Having gained these points, you have a fair chance to gammon the adversary, if he is very forward: For, suppose his tables are broke at home, it will be then your interest to open your bar-point to oblige him to come out of your tables with a six; and having your men spread, you not only may catch that man which your adversary brings out of your tables, but will also have a probability of taking up the man left in your tables (upon supposition that he had two men there.) And if he should have a blot at home, it will then be your interest not to make up your tables; because, if he should enter upon a blot,

which you are to make for the purpose, you will have a probability of getting a third man; which, if accomplished, will give you at least, 4 to 1 of the gammon; whereas, if you have only two of his men up, the odds are that you do not gammon him.

5. If you play for a hit only, one or two men taken up of your adversary's, makes it surer than a greater number, provided your tables are made up.

6. DIRECTIONS HOW TO CARRY YOUR MEN HOME.

WHEN you carry your men home, in order to lose no point, you are to carry the most distant man to your adversary's bar-point, that being the first stage you are to place it on; the next stage is 6 points farther, *viz.* in the place where your adversary's five men are first placed out of his tables; the next stage is upon the sixth point in your tables. This method is to be pursued till your men are brought home, except 2, when, by losing a point, you may often save your gammon, by putting it in the power of two fives or 2 fours to save it.

7. If you play to win a hit only, endeavour to gain either your own or your adversary's cinque-point; if that fails by you being hit, and he is forwarder than you, then you must throw more men into his tables, thus: put a man upon your cinque or bar-point, and if your adversary neglects to hit it, you may then gain a forward, instead of a back-game; but if he hits you, you must play for a back-game, and then the greater number of men which are taken up, makes your game the better, because you by that means preserve your

game at home; and you must then always endeavour to gain both your adversary's ace and trois-points, or his ace and deuce-points, and take care to keep three men upon his ace-point, that if you chance to hit him from thence, that may remain still secure to you.

8. At the beginning of a set do not play for a back-game, because by so doing you would play to a great disadvantage, running the risque of a gammon to win a single hit.

DIRECTIONS FOR PLAYING AT SETTING OUT, THE 36 CHANCES OF THE DICE, EITHER FOR A GAMMON, OR SINGLE HIT.

1. Two aces, to be played on your cinque-point and bar-point, for either gammon or hit.

2. Two sixes to be played on your adversary's bar-point, and on your own bar-point, for a gammon, or hit.

3. * Two trois, two to be played on your cinque-point, and the other two on your trois-point in your own tables, for a gammon only.

4. † Two deuces, to be played on your quatre-point in your own tables, and two to be brought over from the five men placed in your adversary's tables, for a gammon only.

5. † Two fours to be brought over from the five men placed in your adversary's tables, and to be put upon the cinque-point in your own tables, for a gammon only.

6. Two fives to be brought over from the five men placed in your adversary's tables, and to be put upon the trois-point in your own tables, for a gammon, or hit.

7. Six ace, you are to take your bar-point, for a gammon, or hit.

8. Six deuce, a man to be brought from the five placed in your adversary's tables, and to be placed on the cinque-point in your own, for a gammon, or hit.

9. Six and three, a man to be brought from your adversary's ace-point, as far as he will go, for a gammon, or hit.

10. Six and four, a man to be brought from your adversary's ace point, as far as he will go, for a gammon, or hit.

11. Six and five, a man to be carried from your adversary's ace-point, as far as he can go, for a gammon, or hit.

12. Cinque and quatre, a man to be carried from your adversary's ace-point, as far as he can go, for a gammon, or hit.

13. Cinque-trois, make the trois-point in your tables, for a gammon, or hit.

14. Cinque deuce, play two men from the five placed in your adversary's tables, for a gammon, or hit.

15. * Cinque-ace, bring one man from the five placed in your adversary's tables for the cinque, and play one down on the cinque-point in your own tables for the ace, for a gammon only.

16. Quatre-trois, bring two men from the five placed in your adversary's tables, for a gammon, or hit.

17. Quatre-deuce, make the quatre-point in your own tables, for a gammon, or hit.

18. † Quatre-ace, play a man from the five placed in your adversary's tables for the quatre, and for the ace play a man down upon the cinque-point in your own tables, for a gammon only.

19. Trois-deuce, bring two men from the five

placed in your adversary's tables, for a gammon only.

20. Trois-ace, make the cinque-point in your own tables, for a gammon, or hit.

21. * Deuce-ace, play one man from the five placed in your adversary's tables for the deuce; and for the ace, play a man down upon the cinque-point in your own tables, for a gammon only.

DIRECTIONS HOW TO PLAY THE CHANCES THAT ARE MARKED THUS (*) FOR A HIT ONLY.

1. * Two trois, play two of them on the cinque-point in your own, and with the other two take the quatre-point in your adversary's tables.

2. † Two deuces, play two of them on the quatre-point in your own, and with the other two take the trois-point in your adversary's tables.

By playing the two foregoing cases as directed, you avoid being shut up in your adversary's tables, and have the chance of throwing high doublets, to win the hit.

3. * Two fours, two of them are to take your adversary's cinque-point in his tables; and for the other two bring two men from the five placed in your adversary's tables.

4. * 1. Cinque-ace, play the cinque from the five men placed in your adversary's tables, and the ace from your adversary's ace-point.

5. * 2. Quatre-ace, play the quatre from the five men placed in your adversary's tables, and the ace from those on your adversary's ace-point.

6. * 3. Deuce-ace, play the deuce from the five men placed in your adversary's tables, and the ace from your adversary's ace-point.

N. B. The three last chances are to be played

in this manner, because, by laying an ace down in your adversary's tables, you have a probability of throwing deuce-ace, trois-deuce, quatre-trois, or six-cinque, in two or three throws: in any of which cases you are to make a point, which gives you the better of the hit; and observe by the directions given in this chapter, that you are to play nine chances out of the thirty-six in a different manner, for a single hit, to what you would do when playing for a gammon.

SOME OBSERVATIONS, HINTS, AND CAUTIONS.

1. By the directions given to play for a gammon, you are voluntarily to make some blots; the odds being in your favour that they are not hit; but should that so happen, in such case, you will have three men in your adversary's tables; you must then endeavour to secure your adversary's cinque, quatre, or trois-point, to prevent a gammon, and must be very cautious how you suffer him to take up a fourth man.

2. Take care not to crowd your game, that is putting many men either upon your trois or deuce-point in your own tables; which is, in effect, losing those men by not having them in play. Besides, by crowding your game, you are often gammoned; as when your adversary finds your game open, by being crowded in your own tables, he may then play as he thinks fit.

3. By referring to the calculations, you may know the odds of entering a single man upon any certain number of points, and play your game accordingly.

4. If you are obliged to leave a blot, by having

recourse to the calculations for hitting it, you will find the chances for and against you.

5. You will also find the odds for and against being hit by double dice, and consequently can choose a method of play most to your advantage.

6. If it is necessary to make a run, in order to win a hit, and you would know who is forwardest, begin with reckoning how many points you must have to bring home to the six-point in your tables the man that is at the greatest distance, and do the like by every other man abroad; when the numbers are summed up, add for those already on your own tables (supposing the men that were abroad as on your six-point for bearing), namely, six for every man on the six, and so on respectively for each; five, four, three, two, or one, for every man, according to the points on which they are situated. Do the like to your adversary's game, and then you will know which of you is forwardest, and likeliest to win the hit.

OBSERVATIONS AND DIRECTIONS FOR A LEARNER TO
BEAR HIS MEN.

1. If your adversary is greatly before you, never play a man from your quatre, trois, or deuce points, in order to bear that man from the point where you put it, because that nothing but high doublets can give you any chance for the hit: therefore, instead of playing an ace or a deuce from any of the aforesaid points, always play them from your highest point; by which means, throwing two fives, or two fours, will, upon having eased your six and cinque points, be of great advantage: whereas, had your six-point

remained loaded, you must perhaps, be obliged to play at length those fives and fours.

2. Whenever you have taken up two of your adversary's men, and happen to have two, three, or more points made in your own tables, never fail spreading your men, either to take a new point in your tables, or to hit the man your adversary may happen to enter. As soon as he enters one, compare his game with yours; and if you find your game equal, or better, take the man if you can, because it is 25 to 11 against his hitting you; which being so much in your favour, you ought always to run that risk, when you have already two of his men up: except you play for a single hit only, and playing that throw otherwise gives you a better chance for the hit, then do not take up that man.

3. Never be deterred from taking up any one man of your adversary by the apprehension of being hit with double dice, because the fairest probability is 5 to 1 against him.

4. If you should happen to have five points in your tables, and to have taken up one of your adversary's man, and are obliged to leave a blot out of your tables, rather leave it upon doublets than any other, because doublets are 35 to 1 against his hitting you, and any other chance is but 17 to 1 against him.

5. Two of your adversary's men in your tables are better for a hit than any greater number, provided your game is forwardest; because having three or more men in your tables gives him more chances to hit you, than if he had only two men.

6. If you are to leave a blot upon entering a man on your adversary's tables, and have your choice where, always chuse that point which is the most disadvantageous to him. To illustrate

this, suppose it is his interest to hit or take you up so soon as you enter; in that case leave the blot upon his lowest point; that is to say, upon his deuce, rather than upon his trois, and so on, because all the men your adversary plays upon his trois or his deuce-points are in a great measure out of play, those men not having it in their power to make his cinque-point, and consequently his game will be crowded there and open elsewhere, whereby you will be able also much to annoy him.

7. Prevent your adversary from bearing his men to the greatest advantage, when you are running to save a gammon: suppose you should have two men upon his ace-point, and several others abroad; though you should lose one point or two in putting the men into your tables, yet it is your interest to leave a man upon the adversary's ace-point; which will prevent him bearing his men to his greatest advantage, and will also give you the chance of his making a blot, that you may hit. But if, upon a calculation, you find you have a throw, or a probability of saving your gammon, never wait for a blot, because the odds are greatly against hitting it.



CASES SHEWING HOW TO CALCULATE THE ODDS.

1. SUPPOSE your tables made up, and that you have taken up one of your adversary's men, who has so many abroad as require three throws to put them in his tables; it is then about an equal wager that you gammon him. Because, in all

probability, you will bear two men before you open your tables, and when you bear the third man, you will be obliged to open your six, or cinque-point; in that case it is likely that your adversary must take two throws before he enters his man in your tables, and two throws more before he puts that man into his own tables, and three throws more to put into his own tables the men which he has abroad, in all seven throws: and as you have twelve men to bear, these probably will take seven throws in bearing, because you may twice be obliged to make an ace, or a deuce, before you can bear all.

N. B. No mention is made of doublets of either side, that event being equal to each party.

The foregoing case shews it is in your power to calculate very nearly the odds of saving or winning a gammon upon most occasions.

2. Suppose you have three men upon your adversary's ace-point, and five points in your tables, and that the adversary has all his men in his tables, three upon each of his five highest points, what is the probability for a gammon?

| <i>Answer.</i> | <i>Points.</i> |
|---|----------------|
| For his bearing three men from his 6 point, | is 18 |
| from his 5 point, | .. 15 |
| from his 4 point, | .. 12 |
| from his 3 point, | .. 9 |
| from his 2 point, | .. 6 |
| | — |
| Total | .. 60 |

To bring your three men from the adversary's
ace-point to the six-point in your tables,
being for each 18 points, make in all..... 54

The remainder is .. 6

And as, besides the six points in your favour, there is a further consideration, that your adversary may make one or two blots in bearing, you have greatly the probability of saving your gammon.

N. B. This is supposed upon an equality of throwing.

3. Suppose I leave two blots, either of which cannot be hit but by two double dice: to hit the one that cast must be eight, and for the other nine; by which means my adversary has only one die to hit either of them: what are the odds of hitting either of these blots?

Ans. The chances on two dice are in all 36

| | | | |
|--------------------------------|---|---------------------|---|
| The chances to hit 8 are .. | { | 6 and 2 twice..... | 2 |
| | | 5 and 3 twice..... | 2 |
| | | 2 deuces | 1 |
| | | 2 fours | 1 |
| The chances to hit 9 are .. | { | 6 and 3 twice | 2 |
| | | 5 and 4 twice | 2 |
| | | 2 trois | 1 |

Total chances for hitting..... 11

Remain chances for not hitting 25

So that it is 25 to 11 that he will not hit either blot.

4. Suppose I leave two other blots than the former, which cannot be hit but by double dice, the one by eight, and the other by seven. What are the odds of my adversary hitting either of these blots?

Ans. The chances on two dice are in all, 36

| | | | |
|----------------------------------|---|---------------------|---|
| The chances to hit 8 are | { | 6 and 2 twice | 2 |
| | | 5 and 3 twice | 2 |
| | | two fours | 1 |
| | | two deuces | 1 |

| | | | |
|----------------------------------|---|---------------------|---|
| The chances to hit 7 are | { | 6 and 1 twice | 2 |
| | | 5 and 2 twice | 2 |
| | | 4 and 3 twice | 2 |

Total chances for hitting 12

Remain chances for not hitting.. 24

Therefore it is two to one that I am not hit.

Take the like method with three, four or five blots upon double dice; or with blots made upon double and single dice at the same time; then only find out (by the table of 36 chances) how many there are to hit any of those, and add all together in one sum, which subtract from the number 36, the whole of the chances upon two dice, and so doing resolve any question required.

5. The following cases shew a mechanical way of solving questions of the like nature. What are the odds of throwing 7 twice, before 10 once?

Ans. It is 5 to 4 that ten is thrown once before 7 is thrown twice, demonstrated as follows. Suppose the stake depending is nine pounds, my first throw entitles me to have one-third part of that money, because 7 has six chances for it, and 10 has but three, and therefore it is two to one.

| | <i>l.</i> | <i>s.</i> | <i>d.</i> |
|--|-----------|-----------|-----------|
| For the first throw | 3 | 0 | 0 |
| Having taken 3 <i>l.</i> the first throw, the remainder is 6 <i>l.</i> out of which a third part is to be taken for the second throw | 2 | 0 | 0 |
| <hr/> | | | |
| The total is | 5 | 0 | 0 |
| Remains | 4 | 0 | 0 |
| <hr/> | | | |
| The whole stake is | 9 | 0 | 0 |
| <hr/> | | | |

6. Suppose 36 shillings is the whole stake depending, what is my share of that, having laid 18 shillings that I enter in two throws? By the calculation in the table of 36 chances, it is found that I have 11 chances out of the 36 for entering the first throw, for which therefore I am entitled to 11 out of the 36 shillings.

| | s. | d. |
|---|-------|----|
| The stake is, | 36 | 0 |
| For the first throw, | 11 | 0 |
| | <hr/> | |
| Remains, | 25 | 0 |
| The remainder being 25 shillings, is to be divided into 36 equal parts, of which I am entitled to eleven of those parts, which make 7s. 7½d. for the second throw | | |
| | 7 | 7½ |
| | <hr/> | |
| Adding this to the other eleven shillings, makes my share of the stake to be..... | 18 | 7½ |
| | <hr/> | |
| Then my adversary's share will be..... | 17 | 4½ |
| | <hr/> | |
| Total of the stake..... | 36 | 0 |

Therefore it is very nearly 15 to 14 in favour of entering a man upon any certain point in two throws.

CRITICAL CASES FOR A BACK-GAME.

1. SUPPOSE A plays the fore-game, and that all his men are placed in the usual manner. For B's game suppose that 14 of his men are placed upon his adversary's ace-point, and one upon his ad-

2 D 8

versary's deuce-point, and that B is to throw. Which game is likeliest to win the hit?

Ans. A's is the best by 21 *for*, to 20 *against*; because, if B misses an ace to take his adversary's deuce-point, which is 25 to 11 against him, A is in that case to take up B's men in his tables, either singly, or to make points: and if B secures either A's deuce or trois-point, then A is to lay as many men down as possible, in order to be hit, that thereby he may get a back-game.

When well versed in the game of back-gammon, by practising this back game, you will become a greater proficient than by any other method, because it clearly demonstrates the whole power of the back-game.

2. *Back-game.* Suppose A to have five men placed upon his six-point, five men upon his quatre-point, and five men upon his deuce-point: and that B has three men placed upon A's ace-point, three men upon A's trois-point, and three men upon A's cinque-point, let B also have three men upon his six-point, in his own tables, and three men placed out of his tables, in the usual manner. Who has the better of the hit?

Ans. It is an equal game; but to play it critically, the difficulty lies upon B, who should, in the first place, endeavour to gain the cinque and quatre-points in his own tables; and when that is effected, he is to play two men from A's cinque-point in order to oblige him to blot, by throwing an ace, which, if B hits, he will have the fairest probability of winning.

3. *Back-game.* Suppose A has three men upon B's ace-point, and three men upon B's deuce-point, also three men upon his six-point in his own tables, and three men upon his usual point out of his tables, and three men where his five

men are usually placed in his adversary's tables: and suppose B has his men placed in the same manner, with this difference only, instead of having three men put upon A's deuce-point, let B have three men upon A's trois-point. Who has the best of the hit?

Ans. A; because the ace and trois-points are not so good for a hit, as the ace and deuce-points in B's tables, for when you are bearing the men, you have the deuce-point in your own tables to play them upon, that often prevents you from making a blot, which must happen otherwise to the adversary; and take care to lay down men to be hit as often as you can, in order to keep your game backward; and for the same reason, avoid hitting any blots which your adversary makes.

4. CASES OF CURIOSITY AND INSTRUCTION.

SUPPOSE A has his fifteen men upon B's ace-point, B is supposed to have his bar-point, also his six, cinque, quatre, and trois-points in his own tables. How many throws is A likely to take to bring his fifteen men into his own tables, and to bear them?

Ans. He may undertake to do it in 75 throws.

It is odds in A's favour that he throws an ace in twice; and also that he throws a six in two more throws; when these events happen, A has a probability of not wanting above two or three throws before he has got all his fifteen men into his own tables; therefore by a former rule laid down to bring your men home, and also for bearing them, you may be able to find out the probability of the number of throws required. See pages 294 and 299. *Note,* B stands still, and does not play.

5. Where A and B shall play fast as usual, and yet the hit may last for many hours.

Suppose B to have borne thirteen men, and that A has taken up the two remaining men. And also that A has fifteen men in B's tables, viz. three men upon his six, three upon his cinque, three men upon his quatre, three upon his trois, two upon his deuce, and one upon his ace-point. Let A bring his fifteen men home, by always securing six close points, till B has entered his two men, and brought them upon any certain point; as soon as B has done that, A must open an ace, deuce, or trois, or all three; which effected, B hits one of them, and A, taking care to have two or three men in B's tables, is ready to hit that man; and also, he being assured of taking up the other man, has it in his power to prolong the hit to almost any length, provided he takes care not to open such points as two fours, two fives, or two sixes, but always to open the ace, deuce, or trois points, for B to hit.

6. What are the odds upon two dice, for throwing two sixes, two fives, or two fours, in thrice?

Ans. Supposing 36 shillings to be the stake depending, the thrower will be entitled *s. d.*
to have for his first throw 3 0

That deducted, leaves 33; which divided again into 36 parts, make so many eleven pences, out of which the thrower is to have three for his second throw 2 9

The remainder, 30 shillings and three pence, is again to be divided into 36 parts; making so many ten pences, and the three pence divided into so many parts, make so many thirds of farthings, of which the thrower is to have three parts for his share, for his third throw.. 2 6½

Total for the thrower 8 3½

So that it is 27s. 6½d. to 8s. 3¼d. against the thrower; which is very nearly as 10 to 3, that two sixes, two fives, or two fours, are not in three throws.

7. *Back-game.* Suppose A to have two men upon his own six-point, three men upon his usual point out of his tables, two men upon the point where his five men are generally placed in his adversary's tables, five men upon his adversary's ace, and three upon his adversary's quatre-point. And B to have two men upon his own six-point, likewise three upon his usual point out of his tables, two upon the point where his five are commonly placed in his adversary's tables, five upon his adversary's ace, and three men upon his adversary's trois-point. Who has the fairest chance to win the hit?

Ans. A has, because he is to play either an ace or a deuce, from his adversary's ace-point, in order to make both those points as occasion offers, and having the quatre-point in his adversary's tables, he may more easily bring those men away, and will also have a resting place by the convenience of that point, which at all times in the game will give him an opportunity of running for the hit, or staying, if he thinks proper. Whereas B cannot so readily come from the trois-point in his adversary's tables.

8. Suppose A and B place their men in the following manner for a hit: A to have three men upon his own six-point, three upon his usual point out of his tables, and nine men upon his adversary's ace, deuce, and trois-points, three upon each; and suppose B's men to be placed in the same order and manner. The result is, that the best player ought to win the hit; and the dice are to be thrown for, the situation being perfectly equal.

in A's and B's game. If A throws first, let him endeavour to gain his adversary's cinque-point; when that is effected, let him lay as many blots as possible, to tempt B to hit him; for every time that B hits them will be in A's favour, because it puts B backward; and let A take up none of B's men for the same reason. A should always endeavour to have three men upon his adversary's ace and deuce-points; because when B makes a blot, these points will remain secure, and by recourse had to a former case (Numb. 5. p. 308) when A has borne five, six, or more men, yet A may secure six close points out of his tables, in order to prevent B from getting his man home: and by recourse had to the calculations, he may easily find out (in case he makes up his tables) who has the better of the hit; and if he finds that B is the forwardest, he must then endeavour to lay such blots, as may give him a chance for taking up another man, in case B should happen to have a blot at home.

N. B. Those who play the foregoing game well, may be ranked in the first class.

9. A has borne thirteen men, and has two men to bear upon his deuce-point; B has thirteen men in his own tables, with two men to enter. B is to throw, and to name the throws both for himself and A, but not to hit a blot of either side. What throw is B to name for both parties, in order to save his gammon?

Ans. B calls for himself two aces, which enter his two men upon A's ace-point. B also calls two aces for A, and consequently A cannot either bear a man, nor play one; then B calls for two sixes for himself, and carries one man home upon the six-point in his own tables, and the other he places upon his adversary's bar point: B also calls six-ace for A, so that A has one man left to

bear, and then B calls for himself either two sixes, two fives, or two fours, any of which bear a man, in case he has men in his tables upon those points.

10. Suppose that both yours and your adversary's tables are made up. Also that you have one man to carry home, but that he has two men on your bar-point to carry home, which lie in wait to catch your man, and that if you pass him you are to win the hit: suppose also that you have it in your choice to run the risk of being hit by 7 or by 8, both of which are chances upon double dice. Which of these chances is it best for you to venture?

Ans. That of 7, for the following reasons: 1st. Because that the chances of being hit by 7 or 8, are equal. 2d. If he does not hit 7, you will then have in your favour 23 chances to 13, that by your next throw you either hit or pass beyond him. 3d. In case your second throw should happen to be under 7, and that consequently you cannot hit him, yet you may play that cast at home, and consequently leave the blot upon double dice. Whereas, if, on the contrary, you had left the blot upon 8, you would have made a bad choice. 1st. Because the chances of being hit 7 or by 8, are only equal. 2d. Because, if you should escape being hit by 8; yet you would then have but 17 chances in your favour, against 19, for either hitting or passing beyond him by your next throw. 3d. In case your second throw should happen to be six-ace, which is short of him; you would then be obliged to play the man that is out of your tables, not being able to play the six at home, and consequently to leave a blot to be hit by a single (or flat) die, which event, upon supposition that you play for 18 shillings a game, would entitle him to 11 shillings of the whole stake depending.

THE LAWS OF BACK-GAMMON.

1. If you take a man or men from any point, that man or men must be played.

2. You are not understood to have played any man, till placed upon a point, and quitted.

3. If you play with 14 men only, there is no penalty attending it, because with a lesser number you play to a disadvantage, by not having the additional man to make up your tables.

4. If you bear any number of men before you've entered a man taken up, and which consequently you was obliged to enter, such men, so borne, must be entered again in your adversary's tables, as well as the man taken up.

5. If you have mistaken your throw, and played it, and if your adversary has thrown, it is not in your or his choice to alter it, unless both parties agree.

~~THE LAWS OF BACK-GAMMON.~~

MR. PAYNE'S GAME OF DRAUGHTS.

INTRODUCTION.

1. The draught table, of which the print affords an accurate representation, must be placed with an upper white corner towards the right hand.

2. The table being properly placed, I number the white squares in order from 1 to 32.

3. The men are black and white or yellow round pieces, similar to those used at Back-gammon. The black pieces are supposed to be placed upon the first twelve and the white on the last twelve white squares, in all the following games.

4. Each player alternately moves one of his men forwards, at a right angle, to the next white

square; and when the man is moved to a square adjoining to an enemy, and another square next angularly behind the man so moved is unoccupied at that time, or afterwards becomes so before the foe is displaced, then the man so placed or left unguarded must be captured by the opponent, whose man consequently leaps over to the vacant square, and the prisoner is taken off the board. The same practice is immediately to be repeated in case the man effecting a capture thereby gets situated angularly fronting an enemy unguarded behind. This may best be illustrated by example; as for instance, in the first game black commences by moving from the 14th square to the 16th; then white moves from 22 to 18, by which his man is liable to be taken by the adversary black, who leaps from 15 to 22, and in his turn is insnared by white, whose man leaps from 25 to 18; and had it so happened that one of the black was placed on 14, and No. 9 unoccupied, white could then take that man also; and moreover, if black had besides a man on 6, and No. 9 open, white must likewise both take that, and make a king besides; for when any man gets onwards to the last row on the end of the board opposite to that from whence his colour started, then he becomes a king, and is crowned by placing one of the captives upon him, and he thereby obtains the privilege of moving and taking either backwards or forwards in an angular direction.

5. When any player neglects to capture the antagonist, he then is said to stand the *huff*. For which see the 4th law at page 317.

6. The letters N°. C, fr. to, at the head of each game, stand for *number, colour, from, to*.

7. For the playing of any move required, the

numbers may be wrote upon the board itself, near a corner of each square, so as to be easily seen when the men are placed. Or a table may be drawn upon paper or card, and the squares numbered as in the following figure, and such a table will be a ready guide to any move directed.

DRAUGHT TABLE.

| | | | | | | | |
|----|----|----|----|----|----|----|----|
| | 1 | | 2 | | 3 | | 4 |
| 5 | | 6 | | 7 | | 8 | |
| | 9 | | 10 | | 11 | | 12 |
| 13 | | 14 | | 15 | | 16 | |
| | 17 | | 18 | | 19 | | 20 |
| 21 | | 22 | | 23 | | 24 | |
| | 25 | | 26 | | 27 | | 28 |
| 29 | | 30 | | 31 | | 32 | |

OBSERVATIONS ON THE GAME OF DRAUGHTS.

THE learner should select a few games for practice, and become master of such variations as can be made from them; and in respect to any games he may wish to reverse, let the following

instructions be attended to. Write down those figures required to make the numbers played *from and to* exactly 33, as in the example stated below. The game is begun by black moving from 11 to 15, and as 22 added to 11, and 18 to 15, each form 33; set down 22, 18, which, in reversing the game, must be white's first move; by acting in a similar manner with every succeeding move, the game will be completely reversed.

*Example.**Reversed.*

| N ^o | C | fr. to | N ^o | C | fr. to |
|----------------|---|--------|----------------|---|--------|
| 1 | B | 11, 15 | 1 | W | 22, 18 |
| 2 | W | 23, 18 | 2 | B | 10, 15 |
| 3 | B | 8, 11 | 3 | W | 25, 22 |
| 4 | W | 27, 23 | 4 | B | 6, 10 |
| 5 | B | 4, 8 | 5 | W | 29, 25 |
| 6 | W | 23, 19 | 6 | B | 10, 14 |
| 7 | B | 9, 14 | 7 | W | 24, 19 |
| 8 | W | 18, 9 | 8 | B | 15, 24 |
| 9 | B | 5, 14 | 9 | W | 28, 19 |
| 10 | W | 22, 17 | 10 | B | 11, 16 |
| 11 | B | 15, 18 | 11 | W | 18, 15 |
| 12 | W | 26, 22 | 12 | B | 7, 11 |
| 13 | B | 11, 15 | 13 | W | 22, 18 |
| 14 | W | 17, 13 | 14 | B | 16, 20 |
| 15 | B | 7, 11 | 15 | W | 26, 22 |
| 16 | W | 31, 26 | 16 | B | 2, 7 |
| 17 | B | 18, 23 | 17 | W | 15, 10 |
| Black wins. | | | White wins. | | |

Having the move, is a decided advantage even over a skilful opponent in particular cases, and

means possessing that situation on the board which will eventually enable you to drive your adversary into a confined position, and thereby finally secure the last move to yourself; but where your men are in a confined state, the move would not only be of no service to you, but might cause the loss of the game. Number the men and squares; and if either of them prove even, and the other odd, you have got the move: when both are even, or both odd, you have not the move; exemplified in this critical situation, in which white is to play first.

White { * 26 | 19 } Black.
 { 32 | 28 * }

Here the adverse men are even, but the white squares are odd, as from 26, a white king, to 28, a black king, are three white squares, *viz.* 31, 27, and 24; and between 32, a white, and 19, a black man, are two, 27 and 23, in all five; this may be reckoned other ways, but take it what way you will, they still prove odd; consequently white, so situated, has the move. The player who wants, and has not got the move, should endeavour to obtain the same by giving man for man. There is a shorter method to determine who has the move; for instance, if white wishes to know whether any one particular man of his has the move over any other particular man of black; examine the situations of both, and if there is a black square on the right angle under the black man, white has the move; that is, suppose white is to play, and his man is at 30, when black is at 3; the right angle is then in the black square directly under 3, between 31 and 32, therefore white at that time has the move. This rule will hold good in regard to any number of men, and in all cases whatsoever.

No advantage is derived from being first player; for as the men and squares are then both even, he cannot have the move; and though the other player has it, 'tis of no use to him in that stage of the game: while the combatants give man for man, the move will alternately belong to each; the first player will obtain it at odd numbers, 11, 9, 7, 5, 3, 1; the second will gain it at even, 12, 10, 8, 6, 4, 2, and some error must first be committed before the move can be driven out of those directions.

LAWS OF THE GAME OF DRAUGHTS.

1. THE first move of every game must be taken alternately by each player, whether the last be won or drawn.

2. Pointing over the board, or using any action to interrupt the adversary in having a full view of the men, is not to be allowed.

3. The men may be properly arranged in any part of the game; and after they are so placed, whichever player touches a man, must play him somewhere; but if the man has been so moved as to be visibly over the angle separating the squares the party is playing *from and to*, that move must be completed.

4. In case of standing the *huff*, 'tis optional with the opponent either to take the man, or insist that the antagonist take his, so omitted by the *huff*.

5. If either party, when 'tis his turn to move, hesitates above three minutes, the other may call upon him to play; and if, after that he delays above five minutes longer, then he loses the game.

6. During a game, neither party must quit the room without the other's consent, and a third person should decide the time to be allowed for his absence; and if thought necessary, accompany him.

7. When the *draws* are given to an inferior player, the game must be played to a more advanced state; than as exemplified in this book; and when the situations become so equal that no advantage can be gained, then he who gives the draws, shall either force the other out of his strong position, or be adjudged to have lost the game.

N. B. In playing the *losing game*, either player can insist upon his opponent taking all the men he has to lose.

| Nº | C | fr. to | Nº | C | fr. to | VARIATION from move 1. | | |
|----|---|--------|----|---|--------|---------------------------|---|--------|
| — | — | — | — | — | — | Nº | C | fr. to |
| 1 | B | 11,15 | 31 | B | 11,15 | | | |
| 2 | W | 22,18 | 32 | W | 20,16 | 1 | B | 11,15 |
| 3 | B | 15,22 | 33 | B | 15,18 | 2 | W | 24,20 |
| 4 | W | 25,18 | 34 | W | 24,20 | 3 | B | 8,11 |
| 5 | B | 8,11 | 35 | B | 18,27 | 4 | W | 22,18 |
| 6 | W | 29,25 | 36 | W | 31,24 | 5 | B | 15,22 |
| 7 | B | 4, 8 | 37 | B | 14,18 | 6 | W | 25,18 |
| 8 | W | 25,22 | 38 | W | 16,11 | 7 | B | 4, 8 |
| 9 | B | 12,16 | 39 | B | 7,16 | 8 | W | 29,25 |
| 10 | W | 24,20 | 40 | W | 20,11 | 9 | B | 10,15 |
| 11 | B | 10,15 | 41 | B | 18,23 | 10 | W | 25,22 |
| 12 | W | 27,24 | 42 | W | 11, 8 | 11 | B | 12,16 |
| 13 | B | 16,19 | 43 | B | 23,27 | 12 | W | 21,17 |
| 14 | W | 23,16 | 44 | W | 8, 4 | 13 | B | 9,13 |
| 15 | B | 15,19 | 45 | B | 27,31 | 14 | W | 17,14 |
| 16 | W | 24,15 | 46 | W | 4, 8 | 15 | B | 16,19 |
| 17 | B | 9,14 | 47 | B | 31,27 | 16 | W | 23,16 |
| 18 | W | 18, 9 | 48 | W | 24,20 | 17 | B | 8,12 |
| 19 | B | 11,25 | 49 | B | 27,23 | 18 | W | 14,10 |
| 20 | W | 32,27 | 50 | W | 8,11 | 19 | B | 12,19 |
| 21 | B | 5,14 | 51 | B | 23,18 | 20 | W | 27,23 |
| 22 | W | 27,23 | 52 | W | 11, 8 | 21 | B | 7,14 |
| 23 | B | 6,10 | 53 | B | 18,15 | 22 | W | 23, 7 |
| 24 | W | 16,12 | ∞ | W | loses. | | W | wins. |
| 25 | B | 8,11 | | | | | | |
| 26 | W | 28,24 | | | | | | |
| 27 | B | 25,29 | | | | | | |
| 28 | W | 30,25 | | | | | | |
| 29 | B | 29,22 | | | | | | |
| 30 | W | 26,17 | | | | | | |

NB. White loses by the twelfth move of the game.

| N° | C | fr. to | N° | C | fr. to | VARIATION from move 10. | | |
|----|---|--------|--------|---|--------|----------------------------|---|--------|
| | | | | | | N° | C | fr. to |
| 1 | B | 11,15 | 31 | B | 1,10 | 10 | W | 24,19 |
| 2 | W | 22,18 | 32 | W | 22,13 | 11 | B | 16,20 |
| 3 | B | 15,22 | 33 | B | 14,18 | 12 | W | 19,15 |
| 4 | W | 25,18 | 34 | W | 23,14 | 13 | B | 10,19 |
| 5 | B | 8,11 | 35 | B | 16,30 | 14 | W | 23,16 |
| 6 | W | 29,25 | 36 | W | 25,21 | 15 | B | 9,14 |
| 7 | B | 4, 8 | 37 | B | 10,17 | 16 | W | 18, 9 |
| 8 | W | 25,22 | 38 | W | 21,14 | 17 | B | 5,14 |
| 9 | B | 12,16 | 39 | B | 30,25 | 18 | W | 16,12 |
| 10 | W | 24,20 | 40 | W | 14, 9 | 19 | B | 11,15 |
| 11 | B | 10,15 | 41 | B | 11,15 | 20 | W | 27,23 |
| 12 | W | 21,17 | 42 | W | 9, 6 | 21 | B | 6,10 |
| 13 | B | 7,10 | 43 | B | 2, 9 | 22 | W | 31,27 |
| 14 | W | 27,24 | 44 | W | 13, 6 | 23 | B | 8,11 |
| 15 | B | 8,12 | 45 | B | 15,18 | 24 | W | 22,17 |
| 16 | W | 17,13 | 46 | W | 6, 2 | 25 | B | 15,18 |
| 17 | B | 9,14 | 47 | B | 7,10 | 26 | W | 30,25 |
| 18 | W | 18, 9 | 48 | W | 2, 6 | 27 | B | 2, 6 |
| 19 | B | 5,14 | 49 | B | 10,14 | 28 | W | 17,13 |
| 20 | W | 24,19 | 50 | W | 6, 9 | 29 | B | 11,16 |
| 21 | B | 15,24 | 51 | B | 25,21 | 30 | W | 28,24 |
| 22 | W | 28,19 | 52 | W | 31,26 | 31 | B | 1, 5 |
| 23 | B | 14,17 | 53 | B | 14,17 | 32 | W | 32,28 |
| 24 | W | 32,27 | drawn. | | | 33 | B | 7,11 |
| 25 | B | 10,14 | | | | 34 | W | 26,22 |
| 26 | W | 27,24 | | | | 35 | B | 11,15 |
| 27 | B | 3, 7 | | | | | B | wins. |
| 28 | W | 30,25 | | | | | | |
| 29 | B | 6, 9 | | | | | | |
| 30 | W | 13, 6 | | | | | | |

| N ^o | C | fr. to | N ^o | C | fr. to | VARIATION from move 17. | | |
|----------------|---|--------|----------------|---|--------|----------------------------|---|--------|
| | | | | | | N ^o | C | fr. to |
| 1 | B | 11, 15 | 31 | B | 13, 17 | 17 | B | 9, 14 |
| 2 | W | 22, 18 | 32 | W | 22, 13 | 18 | W | 18, 9 |
| 3 | B | 15, 22 | 33 | B | 15, 22 | 19 | B | 5, 14 |
| 4 | W | 25, 18 | 34 | W | 32, 28 | 20 | W | 23, 18 |
| 5 | B | 8, 11 | 35 | B | 10, 14 | 21 | B | 14, 23 |
| 6 | W | 29, 25 | 36 | W | 19, 16 | 22 | W | 27, 18 |
| 7 | B | 4, 8 | 37 | B | 12, 19 | 23 | B | 16, 19 |
| 8 | W | 25, 22 | 38 | W | 24, 8 | 24 | W | 32, 28 |
| 9 | B | 10, 15 | 39 | B | 3, 12 | 25 | B | 10, 14 |
| 10 | W | 24, 20 | 40 | W | 13, 9 | 26 | W | 18, 9 |
| 11 | B | 12, 16 | 41 | B | 14, 18 | 27 | B | 1, 5 |
| 12 | W | 21, 17 | 42 | W | 28, 24 | 28 | W | 26, 23 |
| 13 | B | 7, 10 | 43 | B | 18, 23 | 29 | B | 19, 26 |
| 14 | W | 17, 13 | 44 | W | 24, 19 | 30 | W | 30, 23 |
| 15 | B | 8, 12 | 45 | B | 23, 27 | 31 | B | 5, 14 |
| 16 | W | 28, 24 | 46 | W | 19, 15 | 32 | W | 24, 19 |
| 17 | B | 10, 14 | 47 | B | 27, 32 | 33 | B | 15, 24 |
| 18 | W | 23, 19 | 48 | W | 15, 11 | 34 | W | 28, 19 |
| 19 | B | 16, 23 | 49 | B | 32, 27 | 35 | B | 14, 17 |
| 20 | W | 26, 10 | 50 | W | 9, 5 | 36 | W | 22, 18 |
| 21 | B | 14, 23 | 51 | B | 27, 23 | 37 | B | 17, 22 |
| 22 | W | 27, 18 | 52 | W | 5, 1 | 38 | W | 18, 14 |
| 23 | B | 6, 15 | 53 | B | 22, 26 | 39 | B | 6, 10 |
| 24 | W | 13, 6 | 8 ^o | | drawn. | 40 | W | 14, 7 |
| 25 | B | 1, 10 | 9 ^o | | | 41 | B | 3, 10 |
| 26 | W | 31, 26 | | | | 42 | W | 23, 18 |
| 27 | B | 5, 9 | | | | 43 | B | 2, 6 |
| 28 | W | 26, 23 | | | | | B | wins. |
| 29 | B | 9, 13 | | | | | | |
| 30 | W | 23, 19 | | | | | | |

| N ^o | C | fr. to | N ^o | C | fr. to | N ^o | C | fr. to |
|----------------|---|--------|---------------------------|---|--------|----------------|---|--------|
| 1 | W | 22,18 | 31 | W | 28,19 | 18 | B | 8,11 |
| 2 | B | 11,15 | 32 | B | 1, 5 | 19 | W | 27,23 |
| 3 | W | 18,11 | 33 | W | 22,17 | 20 | B | 7,10 |
| 4 | B | 8,15 | 34 | B | 14,18 | 21 | W | 24,20 |
| 5 | W | 21,17 | 35 | W | 26,23 | 22 | B | 11,15 |
| 6 | B | 4, 8 | 36 | B | 18,27 | 23 | W | 19,16 |
| 7 | W | 17,13 | 37 | W | 32,23 | 24 | B | 12,19 |
| 8 | B | 8,11 | 38 | B | 6,10 | 25 | W | 23,16 |
| 9 | W | 25,22 | 39 | W | 13, 6 | 26 | B | 15,19 |
| 10 | B | 9,14 | 40 | B | 2, 9 | 27 | W | 32,27 |
| 11 | W | 29,25 | 41 | W | 17,13 | 28 | B | 10,14 |
| 12 | B | 5, 9 | 42 | B | 9,14 | 29 | W | 16,11 |
| 13 | W | 23,19 | 8 | | drawn. | 30 | B | 19,24 |
| 14 | B | 14,17 | ? | | | 31 | W | 28,19 |
| 15 | W | 27,23 | VARIATION from move 8. | | | 32 | B | 21,25 |
| 16 | B | 17,21 | | | | 33 | W | 30,21 |
| 17 | W | 22,17 | N ^o | C | fr. to | 34 | B | 14,18 |
| 18 | B | 11,16 | 8 | B | 15,18 | 35 | W | 21,14 |
| 19 | W | 25,22 | 9 | W | 17,13 | 36 | B | 18,25 |
| 20 | B | 16,20 | 10 | B | 9,14 | 37 | W | 29,22 |
| 21 | W | 19,16 | 11 | W | 26,23 | 38 | B | 6, 9 |
| 22 | B | 20,27 | 12 | B | 14,17 | 39 | W | 13, 6 |
| 23 | W | 31,24 | 13 | W | 23,14 | 40 | B | 2,25 |
| 24 | B | 12,19 | 14 | B | 17,21 | drawn. | | |
| 25 | W | 23,16 | 15 | W | 31,26 | | | |
| 26 | B | 10,14 | 16 | B | 10,17 | | | |
| 27 | W | 17,10 | 17 | W | 25,22 | | | |
| 28 | B | 7,14 | | | | | | |
| 29 | W | 24,19 | | | | | | |
| 30 | B | 15,24 | | | | | | |

| N ^o | C | fr. to | N ^o | C | fr. to | N ^o | C | fr. to |
|----------------|---|--------|----------------------------|---|--------|----------------|---|--------|
| 1 | W | 22,18 | 31 | W | 17,13 | 27 | W | 22,18 |
| 2 | B | 11,15 | 32 | B | 3, 7 | 28 | B | 10,14 |
| 3 | W | 18,11 | 33 | W | 13, 9 | 29 | W | 17,10 |
| 4 | B | 8,15 | 34 | B | 16,19 | 30 | B | 6,22 |
| 5 | W | 21,17 | 35 | W | 23,16 | 31 | W | 13, 6 |
| 6 | B | 4, 8 | 36 | B | 12,19 | 32 | B | 1,10 |
| 7 | W | 17,13 | 37 | W | 9, 5 | 33 | W | 11, 8 |
| 8 | B | 8,11 | 38 | B | 19,24 | 34 | B | 23,26 |
| 9 | W | 25,22 | 39 | W | 5, 1 | 35 | W | 30,23 |
| 10 | B | 9,14 | 40 | B | 11,16 | 36 | B | 21,25 |
| 11 | W | 29,25 | 41 | W | 20,11 | 37 | W | 23,19 |
| 12 | B | 5, 9 | 42 | B | 7,16 | 38 | B | 10,14 |
| 13 | W | 23,19 | 43 | W | 1, 5 | 39 | W | 8, 4 |
| 14 | B | 14,17 | 44 | B | 16,20 | 40 | B | 25,30 |
| 15 | W | 27,23 | 45 | W | 5, 9 | 41 | W | 4, 8 |
| 16 | B | 17,21 | 46 | B | 24,27 | 42 | B | 30,25 |
| 17 | W | 22,17 | 8 ^o | | drawn. | 43 | W | 8,11 |
| 18 | B | 11,16 | ? | | | 44 | B | 22,26 |
| 19 | W | 25,22 | VARIATION from move 21. | | | 45 | W | 31,22 |
| 20 | B | 7,11 | | | | 46 | B | 25,18 |
| 21 | W | 24,20 | | | | | B | wins. |
| 22 | B | 15,24 | N ^o | C | fr. to | | | |
| 23 | W | 28,19 | — | — | — | | | |
| 24 | B | 10,14 | 21 | W | 23,18 | | | |
| 25 | W | 17,10 | 22 | B | 16,23 | | | |
| 26 | B | 6,24 | 23 | W | 26,19 | | | |
| 27 | W | 13, 6 | 24 | B | 11,16 | | | |
| 28 | B | 1,10 | 25 | W | 18,11 | | | |
| 29 | W | 22,17 | 26 | B | 16,23 | | | |
| 30 | B | 24,28 | | | | | | |

| N ^o | C | fr. to | N ^o | C | fr. to | VARIATION from move 10. | | |
|----------------|---|--------|----------------|---|--------|----------------------------|----|--------|
| 1 | W | 22,18 | 31 | W | 30,26 | N ^o | C. | fr. to |
| 2 | B | 11,15 | 32 | B | 3, 8 | 10 | B | 12,16 |
| 3 | W | 18,11 | 33 | W | 26,23 | 11 | W | 18,14 |
| 4 | B | 8,15 | 34 | B | 8,11 | 12 | B | 10,17 |
| 5 | W | 25,22 | 35 | W | 23,18 | 13 | W | 22,13 |
| 6 | B | 4, 8 | 36 | B | 11,16 | 14 | B | 16,20 |
| 7 | W | 29,25 | 37 | W | 27,23 | 15 | W | 21,17 |
| 8 | B | 8,11 | 38 | B | 16,20 | 16 | B | 7,10 |
| 9 | W | 23,18 | 39 | W | 31,27 | 17 | W | 26,23 |
| 10 | B | 9,13 | 40 | B | 6, 9 | 18 | B | 9,14 |
| 11 | W | 18,14 | 41 | W | 18,15 | 19 | W | 25,21 |
| 12 | B | 10,17 | 42 | B | 9,18 | 20 | B | 15,18 |
| 13 | W | 21,14 | 43 | W | 23,14 | 21 | W | 30,25 |
| 14 | B | 6,10 | 44 | B | 12,16 | 22 | B | 10,15 |
| 15 | W | 25,21 | 45 | W | 19,12 | 23 | W | 17,10 |
| 16 | B | 10,17 | 46 | B | 10,19 | 24 | B | 18,22 |
| 17 | W | 21,14 | 47 | W | 12, 8 | 25 | W | 25,18 |
| 18 | B | 2, 6 | 8 ^o | | drawn. | 26 | B | 15,22 |
| 19 | W | 24,19 | ? | | | 27 | W | 23,19 |
| 20 | B | 15,24 | | | | 28 | B | 6,15 |
| 21 | W | 28,19 | | | | 29 | W | 19,10 |
| 22 | B | 6,10 | | | | 30 | B | 22,25 |
| 23 | W | 22,17 | | | | 31 | W | 24,19 |
| 24 | B | 13,22 | | | | 32 | B | 2, 7 |
| 25 | W | 26,17 | | | | | | drawn. |
| 26 | B | 11,15 | | | | | | |
| 27 | W | 32,28 | | | | | | |
| 28 | B | 15,24 | | | | | | |
| 29 | W | 28,19 | | | | | | |
| 30 | B | 1, 6 | | | | | | |

| N ^o | C | fr. to | N ^o | C | fr. to | VARIATION from move 24. | | |
|----------------|---|--------|----------------|---|--------|----------------------------|---|--------|
| | | | | | | N ^o | C | fr. to |
| 1 | W | 22,18 | 31 | W | 19,15 | 24 | B | 3, 8 |
| 2 | B | 11,15 | 32 | B | 1, 6 | 25 | W | 18,15 |
| 3 | W | 18,11 | 33 | W | 24,19 | 26 | B | 7,11 |
| 4 | B | 8,15 | 34 | B | 3, 7 | 27 | W | 23,18 |
| 5 | W | 21,17 | 35 | W | 28,24 | 28 | B | 11,16 |
| 6 | B | 4, 8 | 36 | B | 22,25 | 29 | W | 27,23 |
| 7 | W | 17,13 | 37 | W | 29,22 | 30 | B | 20,27 |
| 8 | B | 8,11 | 38 | B | 14,18 | 31 | W | 31,24 |
| 9 | W | 23,19 | 39 | W | 23,14 | 32 | B | 16,20 |
| 10 | B | 9,14 | 40 | B | 6,10 | 33 | W | 15,11 |
| 11 | W | 25,21 | 41 | W | 15, 6 | 34 | B | 8,15 |
| 12 | B | 14,18 | 42 | B | 2,25 | 35 | W | 18,11 |
| 13 | W | 26,23 | 43 | W | 19,15 | 36 | B | 20,27 |
| 14 | B | 18,22 | 44 | B | 25,30 | 37 | W | 23,18 |
| 15 | W | 30,26 | 45 | W | 27,23 | 38 | B | 2, 7 |
| 16 | B | 15,18 | 46 | B | 20,27 | 39 | W | 11, 2 |
| 17 | W | 26,17 | 47 | W | 31,24 | 40 | B | 27,31 |
| 18 | B | 18,22 | 48 | B | 30,26 | 41 | W | 2, 9 |
| 19 | W | 23,18 | 49 | W | 23,18 | 42 | B | 5,23 |
| 20 | B | 11,16 | 50 | B | 26,22 | 43 | W | 17,14 |
| 21 | W | 27,23 | 51 | W | 18,14 | 44 | B | 10,17 |
| 22 | B | 16,20 | 52 | B | 12,16 | 45 | W | 21,14 |
| 23 | W | 32,27 | 53 | W | 15,11 | 46 | B | 31,26 |
| 24 | B | 10,14 | 8 ^c | | drawn. | 47 | W | 14,10 |
| 25 | W | 17,10 | | | | 48 | B | 22,25 |
| 26 | B | 7,14 | | | | 49 | W | 29,22 |
| 27 | W | 18, 9 | | | | 50 | B | 26,17 |
| 28 | B | 5,14 | | | | | B | wins. |
| 29 | W | 13, 9 | | | | | | |
| 30 | B | 6,13 | | | | | | |

| N ^o | C | fr. to | N ^o | C | fr. to | N ^o | C | fr. to |
|----------------|---|--------|----------------|---|--------|--|---|--------|
| 1 | W | 22,18 | 31 | W | 21,14 | 33 | W | 27,23 |
| 2 | B | 11,15 | 32 | B | 6, 9 | 34 | B | 12,16 |
| 3 | W | 18,11 | 33 | W | 13, 6 | 35 | W | 30,26 |
| 4 | B | 8,15 | 34 | B | 1,26 | | W | wins. |
| 5 | W | 21,17 | 35 | W | 8, 4 | VARIATION 2, from move 18 of the 1st Va- riation. | | |
| 6 | B | 4, 8 | 8 ^o | | drawn. | | | |
| 7 | W | 23,19 | 5 ^o | | | | | |
| 8 | B | 8,11 | VARIATION | | | | | |
| 9 | W | 17,13 | from move 15. | | | N ^o | C | fr. to |
| 10 | B | 9,14 | N ^o | C | fr. to | 18 | B | 11,16 |
| 11 | W | 25,21 | — | — | — | 19 | W | 18,11 |
| 12 | B | 14,18 | 15 | W | 21,17 | 20 | B | 16,23 |
| 13 | W | 26,23 | 16 | B | 5, 9 | 21 | W | 27,18 |
| 14 | B | 18,22 | 17 | W | 23,18 | 22 | B | 7,16 |
| 15 | W | 23,18 | 18 | B | 10,14 | 23 | W | 18,15 |
| 16 | B | 11,16 | 19 | W | 17,10 | 24 | B | 10,19 |
| 17 | W | 18,11 | 20 | B | 7,23 | 25 | W | 24,15 |
| 18 | B | 16,23 | 21 | W | 19,10 | 26 | B | 16,19 |
| 19 | W | 27,18 | 22 | B | 6,15 | 27 | W | 30,26 |
| 20 | B | 7,16 | 23 | W | 13, 6 | 28 | B | 3, 7 |
| 21 | W | 24,20 | 24 | B | 2, 9 | 29 | W | 32,27 |
| 22 | B | 16,19 | 25 | W | 27,18 | 30 | B | 1, 5 |
| 23 | W | 18,15 | 26 | B | 1, 5 | 31 | W | 27,24 |
| 24 | B | 19,23 | 27 | W | 24,20 | 32 | B | 7,10 |
| 25 | W | 15,11 | 28 | B | 9,14 | 33 | W | 15,11 |
| 26 | B | 10,14 | 29 | W | 18, 9 | | | drawn. |
| 27 | W | 11, 8 | 30 | B | 5,14 | | | |
| 28 | B | 22,26 | 31 | W | 32,27 | | | |
| 29 | W | 31,22 | 32 | B | 14,17 | | | |
| 30 | B | 14,17 | | | | | | |

| N ^o | C | fr. to | N ^o | C | fr. to | N ^o | C | fr. to |
|----------------|---|--------|----------------------------|---|--------|----------------|---|--------|
| 1 | W | 22,17 | 31 | W | 14,10 | 36 | B | 22,25 |
| 2 | B | 11,15 | 32 | B | 6,15 | 37 | W | 11, 8 |
| 3 | W | 25,22 | 33 | W | 18,11 | 38 | B | 16,19 |
| 4 | B | 8,11 | 34 | B | 2, 6 | 39 | W | 8, 4 |
| 5 | W | 29,25 | 35 | W | 22,18 | 40 | B | 25,29 |
| 6 | B | 9,13 | 36 | B | loses. | 41 | W | 4, 8 |
| 7 | W | 17,14 | VARIATION from move 18. | | | 42 | B | 29,25 |
| 8 | B | 10,17 | | | | 43 | W | 32,28 |
| 9 | W | 21,14 | | | | 44 | B | 25,22 |
| 10 | B | 4, 8 | N ^o | C | fr. to | 45 | W | 27,24 |
| 11 | W | 24,19 | — | — | — | 46 | B | 20,27 |
| 12 | B | 15,24 | 18 | B | 6, 9 | 47 | W | 31,15 |
| 13 | W | 28,19 | 19 | W | 25,21 | 48 | B | 22,18 |
| 14 | B | 11,16 | 20 | B | 1, 6 | 49 | W | 15,10 |
| 15 | W | 22,18 | 21 | W | 30,26 | 50 | B | 18, 9 |
| 16 | B | 16,20 | 22 | B | 12,16 | 51 | W | 10, 6 |
| 17 | W | 26,22 | 23 | W | 19,12 | 52 | B | 9,14 |
| 18 | B | 8,11 | 24 | B | 8,11 | 53 | W | 6, 1 |
| 19 | W | 30,26 | 25 | W | 22,17 | 54 | B | 14,18 |
| 20 | B | 6, 9 | 26 | B | 13,22 | 55 | W | 28,24 |
| 21 | W | 19,15 | 27 | W | 26,17 | | | drawn. |
| 22 | B | 11,16 | 28 | B | 9,13 | | | |
| 23 | W | 25,21 | 29 | W | 23,19 | | | |
| 24 | B | 16,19 | 30 | B | 13,22 | | | |
| 25 | W | 23,16 | 31 | W | 19,15 | | | |
| 26 | B | 12,19 | 32 | B | 11,16 | | | |
| 27 | W | 32,28 | 33 | W | 15,10 | | | |
| 28 | B | 1, 6 | 34 | B | 6,15 | | | |
| 29 | W | 15,11 | 35 | W | 18,11 | | | |
| 30 | B | 7,16 | | | | | | |

Black loses by the 24th move of the game.

| N ^o | C | fr. to | N ^o | C | fr. to | N ^o | C | fr. to |
|----------------|---|--------|---------------------------|---|--------|----------------|---|--------|
| 1 | B | 11,15 | 31 | B | 11,16 | 27 | B | 31,26 |
| 2 | W | 22,17 | 32 | W | 14, 9 | 28 | W | 23,19 |
| 3 | B | 8,11 | 33 | B | 2, 7 | 29 | B | 11,16 |
| 4 | W | 25,22 | 34 | W | 9, 6 | 30 | W | 19,15 |
| 5 | B | 9,13 | 35 | B | 7,10 | 31 | B | 16,20 |
| 6 | W | 23,18 | 36 | | drawn. | 32 | W | 24,19 |
| 7 | B | 6, 9 | VARIATION from move 9. | | | 33 | B | 14,18 |
| 8 | W | 27,23 | | | | 34 | W | 15,10 |
| 9 | B | 9,14 | N ^o | C | fr. to | 35 | B | 26,23 |
| 10 | W | 18, 9 | — | — | — | 36 | W | 10, 7 |
| 11 | B | 5,14 | 9 | B | 4, 8 | 37 | B | 23,32 |
| 12 | W | 30,25 | 10 | W | 23,19 | 38 | W | 21,17 |
| 13 | B | 1, 6 | 11 | B | 9,14 | 39 | B | 3,10 |
| 14 | W | 24,19 | 12 | W | 18, 9 | 40 | W | 2, 7 |
| 15 | B | 15,24 | 13 | B | 5,14 | 41 | B | 18,23 |
| 16 | W | 28,19 | 14 | W | 26,23 | 42 | W | 7,14 |
| 17 | B | 11,15 | 15 | B | 2, 6 | 43 | B | 8,11 |
| 18 | W | 32,28 | 16 | W | 22,18 | | W | loses. |
| 19 | B | 15,24 | 17 | B | 15,22 | | | |
| 20 | W | 28,19 | 18 | W | 31,26 | | | |
| 21 | B | 7,11 | 19 | B | 22,31 | | | |
| 22 | W | 22,18 | 20 | W | 30,25 | | | |
| 23 | B | 13,22 | 21 | B | 13,22 | | | |
| 24 | W | 18, 9 | 22 | W | 25, 2 | | | |
| 25 | B | 6,13 | 23 | B | 10,15 | | | |
| 26 | W | 25,18 | 24 | W | 19,10 | | | |
| 27 | B | 3, 8 | 25 | B | 7,14 | | | |
| 28 | W | 18,14 | 26 | W | 32,27 | | | |
| 29 | B | 10,17 | | | | | | |
| 30 | W | 21,14 | | | | | | |

| N ^o | C | fr. to | N ^o | C | fr. to | N ^o | C | fr. to |
|----------------|---|--------|----------------------------|---|--------|----------------|---|--------|
| 1 | B | 11,15 | 31 | B | 7,11 | 42 | W | 4, 8 |
| 2 | W | 22,17 | 32 | W | 30,26 | 43 | B | 16,20 |
| 3 | B | 8,11 | 33 | B | 11,15 | 44 | W | 8,11 |
| 4 | W | 25,22 | 34 | W | 19,16 | 45 | B | 20,24 |
| 5 | B | 11,16 | 35 | B | 12,19 | 46 | W | 14,10 |
| 6 | W | 23,18 | 36 | W | 25,16 | 47 | B | 6,15 |
| 7 | B | 3, 8 | 37 | | drawn. | 48 | W | 11,18 |
| 8 | W | 18,11 | | | | 49 | B | 24,28 |
| 9 | B | 8,15 | VARIATION from move 25. | | | 50 | W | 26,23 |
| 10 | W | 24,19 | | | | 51 | B | 28,32 |
| 11 | B | 15,24 | N ^o | C | fr. to | 52 | W | 29,25 |
| 12 | W | 27,11 | — | — | — | 53 | B | 27,31 |
| 13 | B | 7,16 | 25 | B | 11,15 | 54 | W | 18,22 |
| 14 | W | 22,18 | 26 | W | 32,28 | 55 | B | 32,27 |
| 15 | B | 9,14 | 27 | B | 15,24 | 56 | W | 23,19 |
| 16 | W | 18, 9 | 28 | W | 28,19 | | | drawn. |
| 17 | B | 5,14 | 29 | B | 14,18 | | | |
| 18 | W | 28,24 | 30 | W | 17,14 | | | |
| 19 | B | 4, 8 | 31 | B | 10,17 | | | |
| 20 | W | 24,19 | 32 | W | 21,14 | | | |
| 21 | B | 16,23 | 33 | B | 18,23 | | | |
| 22 | W | 26,19 | 34 | W | 19,15 | | | |
| 23 | B | 8,11 | 35 | B | 23,27 | | | |
| 24 | W | 31,26 | 36 | W | 15,11 | | | |
| 25 | B | 2, 7 | 37 | B | 27,32 | | | |
| 26 | W | 26,23 | 38 | W | 11, 8 | | | |
| 27 | B | 11,15 | 39 | B | 32,27 | | | |
| 28 | W | 32,28 | 40 | W | 8, 4 | | | |
| 29 | B | 15,24 | 41 | B | 12,16 | | | |
| 30 | W | 28,19 | | | | | | |

| N ^o | C | fr. to | N ^o | C | fr. to | N ^o | C | fr. to |
|----------------|---|--------|----------------------|---|--------|----------------|---|--------|
| 1 | B | 11,15 | 31 | B | 8,11 | 16 | W | 17,13 |
| 2 | W | 22,17 | 32 | W | 32,27 | 17 | B | 10,14 |
| 3 | B | 8,11 | 33 | B | 6,10 | 18 | W | 22,17 |
| 4 | W | 25,22 | 34 | W | 27,23 | 19 | B | 14,18 |
| 5 | B | 11,16 | 35 | B | 11,15 | 20 | W | 29,25 |
| 6 | W | 23,18 | 36 | W | 13, 9 | 21 | B | 12,16 |
| 7 | B | 15,19 | 37 | B | 7,11 | 22 | W | 17,14 |
| 8 | W | 24,15 | 38 | W | 24,20 | 23 | B | 8,12 |
| 9 | B | 10,19 | 39 | B | 15,24 | 24 | W | 26,23 |
| 10 | W | 17,13 | 40 | W | 28,19 | 25 | B | 19,26 |
| 11 | B | 9,14 | 41 | B | 11,15 | 26 | W | 30,26 |
| 12 | W | 18, 9 | 42 | W | 30,25 | 27 | B | 16,19 |
| 13 | B | 5,14 | 43 | B | 15,24 | 28 | W | 23,16 |
| 14 | W | 22,17 | 44 | W | 25,18 | 29 | B | 12,19 |
| 15 | B | 7,10 | 45 | B | 1, 6 | 30 | W | 31,26 |
| 16 | W | 27,24 | 46 | W | 5, 1 | 31 | B | 18,23 |
| 17 | B | 19,23 | 47 | B | 6,13 | | B | wins. |
| 18 | W | 26,19 | 8 ^o | | drawn. | | | |
| 19 | B | 16,23 | ? | | | | | |
| 20 | W | 31,26 | VARIATION | | | | | |
| 21 | B | 14,18 | <i>from move 10.</i> | | | | | |
| 22 | W | 26,19 | N ^o | C | fr. to | | | |
| 23 | B | 18,22 | — | — | — | | | |
| 24 | W | 17,14 | 10 | W | 18,15 | | | |
| 25 | B | 10,17 | 11 | B | 4, 8 | | | |
| 26 | W | 21,14 | 12 | W | 27,24 | | | |
| 27 | B | 3, 7 | 13 | B | 16,20 | | | |
| 28 | W | 14, 9 | 14 | W | 32,27 | | | |
| 29 | B | 4, 8 | 15 | B | 7,10 | | | |
| 30 | W | 9, 5 | | | | | | |

| N° | C | fr. to | N° | C | fr. to | VARIATION from move 6. | | |
|----|---|--------|----|---|--------|---------------------------|---|--------|
| — | — | — | — | — | — | N° | C | fr. to |
| 1 | W | 22,17 | 31 | W | 31,26 | | | |
| 2 | B | 11,15 | 32 | B | 11,16 | | | |
| 3 | W | 25,22 | 33 | W | 22,17 | | | |
| 4 | B | 9,13 | 34 | B | 14,18 | 6 | B | 5, 9 |
| 5 | W | 23,18 | 35 | W | 23, 7 | 7 | W | 15,11 |
| 6 | B | 6, 9 | 36 | B | 16,10 | 8 | B | 8,15 |
| 7 | W | 18,11 | 37 | B | drawn. | 9 | W | 27,23 |
| 8 | B | 8,15 | | | | 10 | B | 15,19 |
| 9 | W | 27,23 | | | | 11 | W | 24,15 |
| 10 | B | 9,14 | | | | 12 | B | 10,19 |
| 11 | W | 30,25 | | | | 13 | W | 23,16 |
| 12 | B | 5, 9 | | | | 14 | B | 12,19 |
| 13 | W | 24,19 | | | | 15 | W | 29,25 |
| 14 | B | 15,24 | | | | 16 | B | 7,10 |
| 15 | W | 28,19 | | | | 17 | W | 17,14 |
| 16 | B | 7,11 | | | | 18 | B | 9,18 |
| 17 | W | 22,18 | | | | 19 | W | 22,15 |
| 18 | B | 13,22 | | | | 20 | B | 4, 8 |
| 19 | W | 26,17 | | | | | | drawn. |
| 20 | B | 3, 8 | | | | | | |
| 21 | W | 32,28 | | | | | | |
| 22 | B | 11,15 | | | | | | |
| 23 | W | 18,11 | | | | | | |
| 24 | B | 8,24 | | | | | | |
| 25 | W | 28,19 | | | | | | |
| 26 | B | 4, 8 | | | | | | |
| 27 | W | 17,13 | | | | | | |
| 28 | B | 2, 6 | | | | | | |
| 29 | W | 25,22 | | | | | | |
| 30 | B | 8,11 | | | | | | |

| N ^o | C | fr. to | N ^o | C | fr. to | N ^o | C | fr. to |
|----------------|---|--------|---------------------|---|--------|----------------|---|--------|
| 1 | B | 11,15 | 31 | B | 3, 8 | 25 | B | 11,15 |
| 2 | W | 22,17 | 32 | W | 6, 2 | 26 | W | 19,16 |
| 3 | B | 8,11 | 33 | B | 7,10 | 27 | B | 12,19 |
| 4 | W | 17,13 | 34 | W | 23,19 | 28 | W | 23,16 |
| 5 | B | 4, 8 | 35 | B | 10,14 | 29 | B | 8,11 |
| 6 | W | 23,19 | 8 ^o | | drawn. | 30 | W | 16, 7 |
| 7 | B | 15,18 | ? | | | 31 | B | 2,11 |
| 8 | W | 24,20 | VARIATION | | | 32 | W | 22,17 |
| 9 | B | 11,15 | <i>from move 7.</i> | | | 33 | B | 15,19 |
| 10 | W | 28,24 | N ^o | C | fr. to | 34 | W | 25,22 |
| 11 | B | 8,11 | — | — | — | 35 | B | 1, 5 |
| 12 | W | 26,23 | 7 | B | 9,14 | 36 | W | 26,23 |
| 13 | B | 9,14 | 8 | W | 27,23 | 37 | B | 19,26 |
| 14 | W | 31,26 | 9 | B | 15,18 | 38 | W | 30,23 |
| 15 | B | 6, 9 | 10 | W | 32,27 | 39 | B | 11,15 |
| 16 | W | 13, 6 | 11 | B | 11,15 | 40 | W | 20,16 |
| 17 | B | 2, 9 | 12 | W | 26,22 | 41 | B | 21,25 |
| 18 | W | 26,22 | 13 | B | 7,11 | 42 | W | 16,11 |
| 19 | B | 9,13 | 14 | W | 21,17 | 43 | B | 14,21 |
| 20 | W | 32,28 | 15 | B | 14,21 | 44 | W | 22,17 |
| 21 | B | 1, 6 | 16 | W | 23, 7 | 45 | B | 25,30 |
| 22 | W | 21,17 | 17 | B | 3,10 | 46 | W | 11, 7 |
| 23 | B | 14,21 | 18 | W | 27,23 | 47 | B | 30,26 |
| 24 | W | 23,14 | 19 | B | 5, 9 | 48 | W | 7, 3 |
| 25 | B | 10,26 | 20 | W | 31,26 | 49 | B | 26,19 |
| 26 | W | 19, 1 | 21 | B | 9,14 | | B | wins |
| 27 | B | 13,17 | 22 | W | 24,20 | | | |
| 28 | W | 30,23 | 23 | B | 15,24 | | | |
| 29 | B | 21,30 | 24 | W | 28,19 | | | |
| 30 | W | 1, 6 | | | | | | |

| N ^o | C | fr. to | N ^o | C | fr. to | N ^o | C | fr. to |
|----------------|---|--------|----------------|---|--------|----------------|---|--------|
| 1 | B | 11,15 | 31 | B | 2, 6 | 26 | W | 31,26 |
| 2 | W | 22,17 | 32 | W | 3,10 | 27 | B | 8,11 |
| 3 | B | 15,18 | 33 | B | 6,29 | 28 | W | 19,16 |
| 4 | W | 23,14 | 34 | | drawn. | 29 | B | 12,19 |
| 5 | B | 9,18 | 35 | | | 30 | W | 23,16 |
| 6 | W | 17,14 | VARIATION | | | 31 | B | 10,15 |
| 7 | B | 10,17 | from move 6. | | | 32 | W | 27,24 |
| 8 | W | 21,14 | N ^o | C | fr. to | 33 | B | 6,10 |
| 9 | B | 8,11 | — | — | — | 34 | W | 16,12 |
| 10 | W | 24,20 | 6 | W | 17,13 | 35 | B | 14,17 |
| 11 | B | 6, 9 | 7 | B | 8,11 | 36 | W | 21,14 |
| 12 | W | 26,23 | 8 | W | 26,23 | 37 | B | 10,17 |
| 13 | B | 3, 8 | 9 | B | 10,14 | 38 | W | 25,21 |
| 14 | W | 23,19 | 10 | W | 24,20 | 39 | B | 18,22 |
| 15 | B | 18,22 | 11 | B | 11,15 | 40 | W | 21,14 |
| 16 | W | 25,18 | 12 | W | 28,24 | 41 | B | 22,31 |
| 17 | B | 11,16 | 13 | B | 4, 8 | | W | wins. |
| 18 | W | 20,11 | 14 | W | 30,26 | | | |
| 19 | B | 8,22 | 15 | B | 8,11 | | | |
| 20 | W | 30,25 | 16 | W | 26,22 | | | |
| 21 | B | 9,18 | 17 | B | 3, 8 | | | |
| 22 | W | 27,23 | 18 | W | 32,28 | | | |
| 23 | B | 18,27 | 19 | B | 7,10 | | | |
| 24 | W | 25,18 | 20 | W | 24,19 | | | |
| 25 | B | 5, 9 | 21 | B | 15,24 | | | |
| 26 | W | 32,23 | 22 | W | 28,19 | | | |
| 27 | B | 4, 8 | 23 | B | 2, 7 | | | |
| 28 | W | 29,25 | 24 | W | 22,15 | | | |
| 29 | B | 12,16 | 25 | B | 11,18 | | | |
| 30 | W | 19, 3 | | | | | | |

| N ^o | C | fr. to | N ^o | C | fr. to | N ^o | C | fr. to |
|----------------|---|--------|----------------------------|---|--------|----------------|---|--------|
| 1 | W | 22,18 | 31 | W | 26,19 | 30 | B | 10,19 |
| 2 | B | 11,16 | 32 | B | 11,16 | 31 | W | 22,17 |
| 3 | W | 25,22 | 33 | W | 18,11 | 32 | B | 13,22 |
| 4 | B | 10,14 | 34 | B | 16,23 | 33 | W | 26, 1 |
| 5 | W | 29,25 | 35 | W | 27,18 | 34 | B | 19,24 |
| 6 | B | 16,20 | 8 | B | loses. | 35 | W | 1, 6 |
| 7 | W | 24,19 | ? | | | 36 | B | 8,11 |
| 8 | B | 8,11 | VARIATION from move 12. | | | 37 | W | 21,17 |
| 9 | W | 19,15 | | | | 38 | B | 11,15 |
| 10 | B | 4, 8 | N ^o | C | fr. to | drawn. | | |
| 11 | W | 22,17 | — | — | — | | | |
| 12 | B | 7,10 | 12 | B | 9,13 | | | |
| 13 | W | 25,22 | 13 | W | 17,10 | | | |
| 14 | B | 10,19 | 14 | B | 7,14 | | | |
| 15 | W | 17,10 | 15 | W | 18, 9 | | | |
| 16 | B | 6,15 | 16 | B | 5,14 | | | |
| 17 | W | 23, 7 | 17 | W | 26,22 | | | |
| 18 | B | 2,11 | 18 | B | 11,18 | | | |
| 19 | W | 21,17 | 19 | W | 22,15 | | | |
| 20 | B | 1, 6 | 20 | B | 2, 7 | | | |
| 21 | W | 17,13 | 21 | W | 30,26 | | | |
| 22 | B | 3, 7 | 22 | B | 7,10 | | | |
| 23 | W | 28,24 | 23 | W | 23,19 | | | |
| 24 | B | 12,16 | 24 | B | 1, 5 | | | |
| 25 | W | 26,23 | 25 | W | 19,16 | | | |
| 26 | B | 8,12 | 26 | B | 12,19 | | | |
| 27 | W | 23,19 | 27 | W | 28,24 | | | |
| 28 | B | 16,23 | 28 | B | 19,28 | | | |
| 29 | W | 31,26 | 29 | W | 25,22 | | | |
| 30 | B | 7,10 | | | | | | |

Black loses by the 12th move of the game.

| N ^o | C | fr. to | N ^o | C | fr. to | VARIATION from move 42. | | |
|----------------|---|--------|----------------|---|--------|----------------------------|---|--------|
| — | — | — | — | — | — | N ^o | C | fr. to |
| 1 | W | 22,18 | 31 | W | 21,17 | | | |
| 2 | B | 11,16 | 32 | B | 3, 7 | | | |
| 3 | W | 25,22 | 33 | W | 11, 2 | | | |
| 4 | B | 10,14 | 34 | B | 9,13 | 42 | B | 23,26 |
| 5 | W | 29,25 | 35 | W | 2, 9 | 43 | W | 30,23 |
| 6 | B | 8,11 | 36 | B | 5,21 | 44 | B | 21,30 |
| 7 | W | 24,19 | 37 | W | 23,18 | 45 | W | 18,15 |
| 8 | B | 16,20 | 38 | B | 15,19 | 46 | B | 30,26 |
| 9 | W | 19,15 | 39 | W | 18,14 | 47 | W | 23,18 |
| 10 | B | 4, 8 | 40 | B | 19,23 | 48 | B | 26,22 |
| 11 | W | 22,17 | 41 | W | 22,18 | 49 | W | 14,10 |
| 12 | B | 12,16 | 42 | B | 13,17 | 50 | B | 13,17 |
| 13 | W | 17,10 | 43 | W | 18,15 | 51 | W | 10, 7 |
| 14 | B | 7,14 | 44 | B | 23,26 | 52 | B | 17,21 |
| 15 | W | 26,22 | 45 | W | 30,23 | 53 | W | 7, 2 |
| 16 | B | 2, 7 | 46 | B | 21,30 | 54 | B | 21,25 |
| 17 | W | 28,24 | 47 | W | 14,10 | 55 | W | 2, 7 |
| 18 | B | 16,19 | 48 | B | 30,26 | 56 | B | 25,30 |
| 19 | W | 23,16 | 49 | W | 23,19 | 57 | W | 7,11 |
| 20 | B | 14,23 | 50 | B | 26,23 | 58 | B | 30,26 |
| 21 | W | 27,18 | 51 | W | 19,16 | 59 | W | 18,14 |
| 22 | B | 20,27 | 52 | B | 23,18 | 60 | B | 26,23 |
| 23 | W | 31,24 | 53 | W | 16,11 | 61 | W | 14,10 |
| 24 | B | 11,27 | 54 | | drawn. | 62 | B | 22,18 |
| 25 | W | 32,23 | 55 | | | | B | wins. |
| 26 | B | 7,10 | | | | | | |
| 27 | W | 15,11 | | | | | | |
| 28 | B | 8,15 | | | | | | |
| 29 | W | 18,11 | | | | | | |
| 30 | B | 10,15 | | | | | | |

| N ^o | C | fr. to | N ^o | C | fr. to | N ^o | C | fr. to |
|----------------|---|--------|----------------------------|---|--------|----------------|---|--------|
| 1 | B | 11,15 | 31 | B | 20,24 | 27 | B | 3,19 |
| 2 | W | 22,17 | 32 | W | 27,20 | 28 | W | 18,15 |
| 3 | B | 9,13 | 33 | B | 7,10 | 29 | B | 2, 7 |
| 4 | W | 17,14 | 34 | W | 14, 7 | 30 | W | 15,11 |
| 5 | B | 10,17 | 35 | B | 2,27 | 31 | B | 7,10 |
| 6 | W | 21,14 | 36 | W | 21,14 | 32 | W | 11, 7 |
| 7 | B | 8,11 | 37 | B | 6, 9 | 33 | B | 9,14 |
| 8 | W | 24,19 | 38 | W | 32,23 | 34 | W | 7, 3 |
| 9 | B | 15,24 | 39 | B | 9,27 | 35 | B | 6, 9 |
| 10 | W | 28,19 | 40 | W | loses. | 36 | W | 3, 8 |
| 11 | B | 11,16 | VARIATION from move 13. | | | 37 | B | 10,15 |
| 12 | W | 25,21 | | | | 38 | W | 22,18 |
| 13 | B | 6, 9 | N ^o | C | fr. to | 39 | B | 15,22 |
| 14 | W | 29,25 | — | — | — | 40 | W | 26,10 |
| 15 | B | 9,18 | 13 | B | 4, 8 | 41 | B | 19,26 |
| 16 | W | 23,14 | 14 | W | 26,22 | 42 | W | 31,22 |
| 17 | B | 16,23 | 15 | B | 8,11 | 43 | B | 16,19 |
| 18 | W | 26,19 | 16 | W | 22,18 | 44 | W | 32,28 |
| 19 | B | 4, 8 | 17 | B | 16,20 | 45 | B | 9,14 |
| 20 | W | 25,22 | 18 | W | 30,26 | 46 | W | 10, 6 |
| 21 | B | 8,11 | 19 | B | 6, 9 | 47 | B | 5, 9 |
| 22 | W | 22,18 | 20 | W | 29,25 | 48 | W | 6, 1 |
| 23 | B | 11,16 | 21 | B | 1, 6 | 49 | B | 19,23 |
| 24 | W | 27,23 | 22 | W | 19,15 | 50 | W | 27,18 |
| 25 | B | 16,20 | 23 | B | 11,16 | 51 | B | 14,23 |
| 26 | W | 31,27 | 24 | W | 25,22 | 52 | W | 1, 5 |
| 27 | B | 13,17 | 25 | B | 7,10 | 53 | B | 9,14 |
| 28 | W | 30,26 | 26 | W | 14, 7 | 54 | W | 5, 9 |
| 29 | B | 1, 6 | | | | | | wins. |
| 30 | W | 18,15 | | | | | | |

White loses by the 30th move of the game.

| N ^o | C | fr. to | N ^o | C | fr. to | VARIATION OF GAME XVIII. <i>from move 30.</i> | | |
|----------------|---|--------|----------------|---|--------|--|---|--------|
| — | — | — | — | — | — | N ^o | C | fr. to |
| 1 | B | 11,15 | 31 | B | 12,19 | — | — | — |
| 2 | W | 22,17 | 32 | W | 23,16 | 30 | W | 14, 9 |
| 3 | B | 9,13 | 33 | B | 6, 9 | 31 | B | 6,13 |
| 4 | W | 17,14 | 34 | W | 18,15 | 32 | W | 21,14 |
| 5 | B | 10,17 | 35 | B | 9,18 | 33 | B | 13,17 |
| 6 | W | 21,14 | 36 | W | 21,14 | 34 | W | 14, 9 |
| 7 | B | 8,11 | 37 | B | 7,11 | 35 | B | 5,14 |
| 8 | W | 24,19 | 38 | W | 15, 8 | 36 | W | 18, 9 |
| 9 | B | 15,24 | 39 | B | 3,19 | 37 | B | 17,21 |
| 10 | W | 28,19 | 40 | W | 27,23 | 38 | W | 26,22 |
| 11 | B | 11,16 | 41 | B | 18,27 | 39 | B | 21,25 |
| 12 | W | 25,21 | 42 | W | 32,16 | 40 | W | 22,17 |
| 13 | B | 6, 9 | 43 | B | 20,24 | 41 | B | 25,30 |
| 14 | W | 29,25 | 44 | W | 14,10 | 42 | W | 17,13 |
| 15 | B | 9,18 | 45 | B | 24,27 | 43 | B | 30,26 |
| 16 | W | 23,14 | 46 | W | 23,19 | 44 | W | 9, 6 |
| 17 | B | 16,23 | 47 | B | 27,31 | 45 | B | 2, 9 |
| 18 | W | 26,19 | 48 | W | 19,15 | 46 | W | 13, 6 |
| 19 | B | 4, 8 | 49 | B | 31,27 | 47 | B | 7,11 |
| 20 | W | 25,22 | 50 | W | 15,11 | 48 | W | 6, 2 |
| 21 | B | 8,11 | 51 | B | 27,24 | 49 | B | 11,16 |
| 22 | W | 22,18 | 52 | W | 16,12 | 50 | W | 2, 6 |
| 23 | B | 11,16 | 53 | B | 24,19 | 51 | B | 26,31 |
| 24 | W | 27,23 | | | drawn. | | B | wins. |
| 25 | B | 16,20 | | | | | | |
| 26 | W | 31,27 | | | | | | |
| 27 | B | 13,17 | | | | | | |
| 28 | W | 30,26 | | | | | | |
| 29 | B | 1, 6 | | | | | | |
| 30 | W | 19,16 | | | | | | |

| N ^o | C | fr. to | N ^o | C | fr. to | N ^o | C | fr. to |
|----------------|---|--------|---------------------------|---|--------|----------------|---|--------|
| 1 | B | 11,16 | 31 | B | 11,16 | 21 | B | 6,10 |
| 2 | W | 22,18 | 32 | W | 25,22 | 22 | W | 19,15 |
| 3 | B | 16,19 | 33 | B | 10,15 | 23 | B | 10,19 |
| 4 | W | 23,16 | 34 | W | 22,17 | 24 | W | 22,17 |
| 5 | B | 12,19 | 35 | B | 15,18 | 25 | B | 19,24 |
| 6 | W | 24,15 | ? | | drawn. | 26 | W | 17,10 |
| 7 | B | 10,19 | | | | 27 | B | 24,28 |
| 8 | W | 25,22 | VARIATION from move 3. | | | 28 | W | 10, 7 |
| 9 | B | 9,14 | | | | 29 | B | 11,15 |
| 10 | W | 18, 9 | N ^o | C | fr. to | 30 | W | 18,11 |
| 11 | B | 5,14 | | | | 31 | B | 8,15 |
| 12 | W | 22,17 | | | | 32 | W | 7, 3 |
| 13 | B | 7,10 | 3 | B | 10,14 | 33 | B | 15,18 |
| 14 | W | 27,24 | 4 | W | 25,22 | 34 | W | 23,14 |
| 15 | B | 2, 7 | 5 | B | 16,20 | 35 | B | 9,18 |
| 16 | W | 24,15 | 6 | W | 29,25 | 36 | W | 3, 7 |
| 17 | B | 10,19 | 7 | B | 12,16 | | W | wins. |
| 18 | W | 17,10 | 8 | W | 18,15 | | | |
| 19 | B | 7,14 | 9 | B | 8,12 | | | |
| 20 | W | 32,27 | 10 | W | 15,11 | | | |
| 21 | B | 3, 7 | 11 | B | 7,10 | | | |
| 22 | W | 27,24 | 12 | W | 22,18 | | | |
| 23 | B | 7,10 | 13 | B | 10,15 | | | |
| 24 | W | 24,15 | 14 | W | 25,22 | | | |
| 25 | B | 10,19 | 15 | B | 3, 8 | | | |
| 26 | W | 31,27 | 16 | W | 11, 7 | | | |
| 27 | B | 8,11 | 17 | B | 2,11 | | | |
| 28 | W | 29,25 | 18 | W | 24,19 | | | |
| 29 | B | 6,10 | 19 | B | 15,24 | | | |
| 30 | W | 27,23 | 20 | W | 28,19 | | | |

CRITICAL SITUATIONS TO DRAW GAMES.

First situation.

ON No. 3, 4 black kings; on No. 15 a white king, and white to move.

W 15, 11 B 3, 8 W 11, 7 B 8, 12
W 7, 11 &c.

Second situation.

No. 5 a black man, 9 a black king; 7 a white king, and white to move.

W 7, 10 B 9, 13 W 10, 14 B 13, 9
W 14, 10 &c.

Third situation.

No. 3, 4, 12 black kings; 10, 11 white kings, and black to move.

B 3, 8 W 10, 15 B 8, 3 W 15, 19
B 12, 8 W 19, 15 &c.

Fourth situation.

No. 13 a black man, 14, 15 black kings; 22, 23 white kings, and black to move.

B 14, 17 W 23, 26 B 15, 10 W 22, 25
B 17, 21 W 25, 22 B 10, 14 W 26, 30
B 14, 17 W 22, 18 B 17, 14 &c.

Fifth situation.

No. 18, 19 black kings, 28 a black man; 27, 32 white kings, and white to play.

W 27, 24 B 18, 15 W 24, 20 B 15, 11
W 20, 24 B 19, 23 W 24, 20 &c.

Sixth situation.

No. 21 a black man, 22, 23, 24 black kings; 30 a white man, 31, 32 white kings, and black to move.

| | | | |
|----------|----------|----------|----------|
| B 24, 28 | W 31, 27 | B 23, 19 | W 27, 31 |
| B 19, 24 | W 32, 27 | B 24, 20 | W 27, 32 |
| B 22, 18 | W 31, 27 | B 18, 15 | W 27, 31 |
| B 15, 19 | W 31, 27 | &c. | |

CRITICAL SITUATIONS TO WIN GAMES.

First situation.

No. 21 a black man, 25 a black king; 26, 27 white kings, and either to move.

| | | | |
|----------|----------|----------|----------|
| B 25, 29 | W 27, 23 | B 29, 25 | W 23, 18 |
| B 25, 29 | W 18, 22 | B 21, 25 | W 26, 30 |

Second situation.

No. 1, 2 black kings; 10, 11 white kings, 5 a white man, and either to play.

| | | | |
|----------|---------|----------|---------|
| W 10, 14 | B 2, 6 | W 14, 17 | B 6, 9 |
| W 17, 13 | B 9, 6 | W 11, 16 | B 6, 2 |
| W 16, 19 | B 2, 6 | W 19, 23 | B 6, 2 |
| W 13, 9 | B 1, 6 | W 23, 18 | B 6, 13 |
| W 18, 14 | B 13, 9 | W 14, 10 | &c. |

Set the men as before.

| | | | |
|---------|----------|---------|----------|
| B 2, 6 | W 11, 15 | B 6, 9 | W 15, 18 |
| B 9, 6 | W 10, 14 | B 6, 9 | W 14, 17 |
| B 9, 13 | W 18, 22 | B 13, 9 | W 17, 13 |
| B 9, 6 | W 22, 18 | B 6, 2 | W 13, 9 |
| B 1, 6 | W 18, 14 | B 6, 13 | W 5, 1 |

Third situation.

No. 1, 2 black kings, 3 a black man; 9, 10, 11 white kings, 12 a white man, and black to play.

| | | | |
|--------|----------|---------|----------|
| B 1, 5 | W 9, 13 | B 5, 1 | W 11, 15 |
| B 2, 6 | W 10, 14 | B 6, 2 | W 14, 9 |
| B 1, 6 | W 9, 5 | B 6, 1 | W 15, 11 |
| B 2, 6 | W 11, 7 | B 3, 10 | W 5, 9 |

Fourth situation.

No. 5 a white king, 21 a white man; 6, 10 black kings; black being to move, may win thus.

| | | | |
|----------|----------|-----------|----------|
| B 6, 1 | W 5, 9 | B 10, 15 | W 9, 5 |
| B 15, 18 | W 5, 9 | B 1, 5 | W 9, 6 |
| B 18, 15 | W 21, 17 | B 5, 1 | W 6, 9 |
| B 15, 18 | W 9, 5 | B 18, 22 | W 17, 14 |
| B 1, 6 | W 5, 1 | B 6, 2 | W 14, 10 |
| B 22, 18 | W 1, 5 | B 18, 14. | |

Place the men as before.

| | | | |
|----------|----------|----------|----------|
| B 6, 1 | W 5, 9 | B 10, 15 | W 21, 17 |
| B 15, 18 | W 17, 13 | B 18, 15 | W 9, 14 |
| B 1, 5 | W 14, 17 | B 15, 10 | W 17, 22 |
| B 10, 14 | W 22, 25 | B 5, 1 | W 25, 22 |
| B 1, 6 | W 22, 25 | B 6, 10 | W 25, 30 |
| B 10, 15 | W 30, 25 | B 15, 18 | &c. |

Fifth situation.

No. 1 a white king, 30 a white man, 9, 10 black kings; and black being to play may win.

| | | | |
|----------|----------|----------|----------|
| B 9, 6 | W 1, 5 | B 6, 1 | W 5, 9 |
| B 1, 5 | W 9, 13 | B 10, 14 | W 13, 9 |
| B 14, 18 | W 9, 6 | B 18, 15 | W 30, 25 |
| B 15, 18 | W 25, 21 | B 5, 1 | W 6, 9 |
| B 18, 22 | W 9, 5 | B 1, 6 | W 5, 1 |
| B 6, 9 | W 1, 5 | B 9, 14 | W 5, 1 |

2 6 3

B 22, 18 W 1, 5 B 18, 15 W 5, 1
 B 15, 10 W 1, 5 B 10, 6 W 5, 1
 B 14, 10 W 1, 5

Now black has the fourth situation, and must consequently win.

Sixth situation.

No. 22, 27 white kings, 18 a white man; 5 a black king, 20, 21 black men, and white being to play may win.

W 18, 14 B 5, 1 W 14, 9 B 1, 5
 W 22, 17 B 5, 14 W 17, 10 B 21, 25
 W 10, 15 B 25, 30 W 15, 19 B 30, 25
 W 27, 32 B 25, 22 W 19, 24 B 20, 27
 W 32, 23

Seventh situation.

No. 6, 24 black kings; 14, 18, 23 white kings, and either to move, white may win.

W 18, 15 B 6, 1 W 14, 9 B 24, 28
 W 23, 19 B 1, 5 W 9, 6 B 28, 32
 W 19, 24 B 5, 1 W 24, 19 &c.

Eighth situation.

No. 1, 12, 16 black men, 13 a black king; 5, 6, 10 white men, 11 a white king, and black to play.

B 13, 9 W 11, 20 B 9, 2 W 20, 24
 B 12, 16 W 24, 27 B 16, 19 W 27, 32
 B 19, 24 W 32, 28 B 2, 6 W 28, 19
 B 6, 24

SITUATIONS FOR STROKES.

First stroke.

On No. 17 a black man, on No. 30 a black king;
18, 27 white kings, and white to play.

W 18, 22 B 17, 26 W 27, 31

Second stroke.

No. 17, 27 white kings, 18 a black man; 29, 30
black kings, and white to play.

W 17, 22 B 18, 25 W 27, 23

Third stroke.

No. 18, 19 white kings, 28 a white man; 31,
32 black kings, 20 a black man, and white to
move.

W 19, 24 B 20, 27 W 18, 22

Fourth stroke.

No. 9, 11, 21 black men, 29 a black king; 18,
24, 26, 30 white men, and white to move.

W 18, 14 B 9, 18 W 26, 22 B 18, 25
W 24, 19

Fifth stroke.

No. 12, 21 black men, 27, 31 black kings; 20,
30 white men, 15, 18 white kings, and white to
move.

W 30, 26 B 31, 22 W 18, 25 B 21, 30
W 20, 16 B 12, 19 W 15, 31

Sixth stroke.

No. 7 23 black kings; 9, 13 black men; 8, 21,
22 white men, 17 a white king, and white to move.

W 22, 18 B 13, 22 W 8, 9 B 23, 14
W 3, 26

Seventh stroke.

No. 3, 13, 14 black men, 24 a black king; 15, 22 white kings, 19, 21 white men, and white to move.

W 21, 17 B 14, 21 W 15, 18 B 24, 15
W 18, 11

Eighth stroke.

No. 1, 6, 9 black men, 18 a black king; 7 a white king, 13, 15 white men, and white to play.

W 15, 10 B 6, 15 W 13, 6 B 1, 10
W 7, 23

Ninth stroke.

No. 6, 7 white kings, 9 a white man, 5 a black man, 14, 15 black kings, and white to play.

W 7, 10 B 14, 7 W 6, 2 B 5, 14
W 2, 9

Tenth stroke.

No. 2, 6, 8, 22 black men; 15, 27, 30, 32 white men, and white to play.

W 15, 11 B 8, 15 W 30, 26 B 22, 31
W 32, 28 B 31, 24 W 28, 1

Eleventh stroke.

No. 6, 26 white men, 22 a white king; 7, 15 black kings, 21 a black man, and white to play.

W 22, 25 B 21, 30 W 6, 2 B 30, 23
W 2, 27

Twelfth stroke.

No. 2 a black man, 27, 31 black kings; 10 a white man, 14, 19 white kings, and white to move.

W 10, 7 B 2, 11 W 19, 15 B 11, 18
W 14, 32

Thirteenth stroke.

No. 3, 13 black men, 25, 26 black kings; 11 a white man, 15, 16 white kings, and white to move.

W 11, 7 B 3, 19 W 16, 21

Fourteenth stroke.

No. 3 a black man, 26, 27 black kings; 11 a white man, 15, 16 white kings, and white to move.

W 11, 8 B 3, 19 W 15, 22

Fifteenth stroke.

No. 1, 3, 5 black men, 25 a black king; 10, 14, 17 white men, 13 a white king, and white to move.

W 10, 6 B 1, 10 W 14, 7 B 3, 10

W 17, 14 B 10, 17 W 13, 29 &c.

Sixteenth stroke.

No. 1, 6, 7, 10, 12, 14, 15 black men; 19, 20, 21, 22, 23, 26, 30 white men, and white to move.

W 20, 16 B 15, 24 W 22, 18 B 12, 19

W 18, 2

Seventeenth stroke.

No. 2, 3, 16, 23 black men, 14 a black king; 1, 5 white kings, 9, 29, 31 white men, and black to move.

B 23, 27 W 31, 24 B 16, 19 W 24, 15

B 14, 10 W 15, 6 B 3, 7 W 29, 25

B 7, 10 W 25, 22 B 10, 14

Eighteenth stroke.

No. 10, 13, 17 black men, 27 a black king; 19, 22, 26, 30 white men, and white to play.

W 26, 23 B 17, 26 W 19, 16 B 27, 12

W 30, 7

Nineteenth stroke.

No. 1, 6, 10, 19, 20 black men; 13, 15, 27, 28, 31 white men, and white to play.

W 13, 9 B 6, 13 W 15, 6 B 1, 10
W 27, 24 B 20, 27 W 31, 6

Twentieth stroke.

No. 1, 3, 5, 6, 7, 12, 20, 21 black men; 14, 15, 19, 23, 26, 27, 30, 32 white men, and white to play.

W 30, 25 B 21, 30 W 14, 10 B 7, 14
W 19, 16 B 12, 19 W 23, 16 B 30, 23
W 27, 2

Twenty-first stroke.

No. 3, 6, 10, 13, 14, 17, 19 black men; 7, 20, 21, 22, 26, 30 white men, and black to move.

B 19, 23 W 26, 19 B 17, 26 W 30, 23
B 14, 18 W 23, 14 B 10, 17 W 21, 14
B 3, 17

Twenty-second stroke.

No. 2, 7, 10, 11, 12, 13, 14, 21 black men; 19, 20, 22, 23, 26, 30, 31, 32 white men, and white to move.

W 20, 16 B 11, 20 W 19, 15 B 10, 19
W 23, 16 B 12, 19 W 22, 17 B 13, 22
W 26, 3

Twenty-third stroke.

No. 3, 5, 8, 10, 11, 15, 16, 22 black men; 14, 18, 20, 27, 28, 29, 31, 32 white men, and white to move.

W 31, 26 B 22, 31 W 18, 14 B 31, 24
W 14, 7 B 3, 10 W 28, 3

Twenty-fourth stroke.

No. 5, 12 black men, 14, 29, 32 black kings; 8, 9, 30, 31 white men, 15 a white king, and white to move.

| | | | |
|----------|----------|----------|----------|
| W 31, 27 | B 32, 23 | W 30, 25 | B 29, 22 |
| W 15, 10 | B 14, 7 | W 8, 3 | B 5, 14 |
| W 3, 19 | | | |

A variation of this game, entitled CONSTITUTIONAL CHECKERS, has lately been introduced, to be played on larger boards and more men, with a greater variety of moves; one sized board consists of 9 rows containing 81 squares, 41 black, 40 white; another of 11 rows comprizes 121 squares, 61 black, 60 white: some of the men are distinguished by a turret, and are empowered to take backwards, as in the Polish Game.

Rule I. A piece touched should be moved, and when quitted must remain: when another piece could have been taken, the player must be huffed.

II. To play out of either angle one square at a time, toward the opposite side of the board, to be crowned.

III. To take forward or backward, touching the vacant square over every man, but not to quit the piece until the move is completed.

IV. A king may move in every direction one square at a time, and take wherever there is a vacancy.

V. No person to advise another, if not a partner; but each player (when not partners) should keep the balance equal.

VI. A drawn game not to be at the option of the contending parties, but decided by 20 moves. If two only play, the pieces with the turrets to be considered as cavalry, and the flat pieces as infantry.

Game the First.

The Game as usually played on the White Checks, requiring 13 men on each side.

Game the Second.

The Game as usually played on the Black Checks, with 14 men each*.

Game the Third.

The Polish Game on the White Checks.

Game the Fourth.

The Polish Game on the Black Checks.

Game the Fifth.

Place the pieces with the turret on the two back rows, with power to take backwards or forwards, but move only forward the two front rows without the turret, as in the Game of Draughts, usually played. A king may not be taken backwards by Cavalry or Infantry, unless they have been to King. If this game is on the large board, it requires 42 pieces for each player; if played on the small board, the complement will be only six Horse and seven Foot.

Game the Sixth.

The Game may be varied by each party arranging his Horse and Foot at pleasure at the

* Playing on the black Checks reduces the Game to a certainty, as, by a skilful manœuvre, the move may be gained, there being no double corner.

beginning of the Game, so as not to extend beyond the four back rows; but no piece must be changed after the first move, except as in the common course of play.

Game the Seventh.

Each player to have a piece crowned at the beginning of the Game stiled a General, placed on any white square of the black row: with the move of the Bishop in the Game of Chess, forwards or backwards, the whole length of the board, yet only to take or be taken as a man.

Game the Eighth.

When played on the larger board by three persons, place five black men with the turret on the back row, four on the next, and in the centre one, making ten; the white men in the same manner, to face each other on the right and left of the black; black to move first, then the whites on the left, next the whites to the right, and then black again; and so in rotation towards the opposite side of the Board; to take either forward or backward over one man at a time, as far as there is a vacancy; when arrived at the opposite side to be crowned, unless there is a man to take backwards, which must be taken or huffed. The Kings have no privilege but as in the common game. In this game, as well as when four play, the pieces have equal power, and each player should endeavour to keep the balance even, avoiding all combination. The small board requires only four men placed on the four white back squares, and three on the next, making seven for each player. When played on the greater board by four persons, either as

partners or not, let five men be placed on the back row of each side of the board, on the second four, on the next one in the centre, making ten on each side, and leaving twenty vacant squares in the middle; black to face the black, and white the white; the blacks that are distinguished by a small turret, with a cleft on the top, to begin the game; the whites with the turret to stand on the left of the blacks, are to move next; then the blacks that have not a turret, and last the whites that have not, and so in rotation, &c. as in the game with three, but if partners the taking of the same colour to be optional; on the small board the complement will be seven for each person, leaving ten squares in the centre. If a stake is played for, and partners, that must be equally divided between the winners; but if not partners, the first who loses all the men forfeits all claim; the second whose men are lost takes one quarter, and the third one quarter more, leaving the other half for the conqueror; though when a drawn Game, the three quarters to be equally divided between the two last players.

POLISH DRAUGHTS.

The Polish game of Draughts is played by two persons with 20 men each, on a board containing 100 squares divided into ten rows, and in a manner similar to the common game, except that, in this, pieces are taken either backwards or forwards; but are not to be moved off the board until the man or king taking the same has rested on the last vacant square far as he then can go; and

also in executing a stroke the adversary is not to move more than once over any of the captives : and should all the captured pieces not be taken off the board, the capturer in that case is forfeited or huffed at the option of the antagonist, and the act of huffing is not to be reckoned as a move. A player may decline the huff by compelling his adversary to capture, or may delay doing either, and if several of the opponent's pieces are in situations to be taken, it is requisite to proceed so as to obtain most captives, preferring kings before the men; the antagonist can insist upon this being done or huff the piece: and if in taking prisoners a man merely passes over one or more of the back squares, he is not thereby entitled to be crowned, that event only taking place when remaining on one of the said squares.

A king may move from one end of an oblique line to another, if the passage be free both from his own colour and the adversary's, provided such adversaries are not in a situation to be taken; and having adversaries to take, the king may at once traverse over several squares, provided those squares are empty; or over squares occupied by the adversary's pieces, if they are in a situation to be taken: so that a king often turns to the right and left, making almost the whole range of the board.

When, towards the conclusion the players happen to have, one three kings, the other one king only on the board; if the single king be upon the centre diagonal line, and there be no immediate stroke in view, the game, after a few moves, should be relinquished, and considered as a drawn game. But if the single king does not occupy the said centre diagonal line; it is usual to play on till twenty moves shall have been respectively

repeated before the game is pronounced drawn. When, towards the end of a game, only a king, against a king and two men, or two kings and one man, remain on the board, the player having the solitary king, may compel the adversary to have his man or men crowned directly in order to lose no time in beginning to count the aforesaid twenty moves.

If at any time a false move is made, it depends upon the adversary whether that shall be recalled, and when a piece is touched, unless for the sake of arranging the same, the adversary may insist upon that being played if it can be so done.

CRICKET.

LAWS OF THE GAME.

THE ball must weigh not less than five ounces and a half, nor more than five ounces and three quarters.

At the beginning of each innings, either party may call for a new ball.

The bat must not exceed four inches and one quarter in the widest part.

The stumps must be twenty-four inches out of the ground, the bails seven inches long.

The bowling-crease must be parallel with the stumps, three feet in length, with a return-crease.

The popping-crease must be three feet ten inches from the wickets, and parallel to them, and the wickets must be opposite to each other, at the distance of twenty-two yards.

It shall not be lawful for either party during a

match, without the consent of the other, to alter the ground, by rolling, watering, covering, mowing, or beating: This rule is not meant to prevent the striker from beating the ground with his bat near where he stands during the innings, or to prevent the bowler from filling up holes, watering his ground, or using sawdust, &c. when the ground is wet.

The wickets shall be pitched within thirty yards of a centre fixed by the adversaries.

The bowler must deliver the ball with one foot behind the bowling-crease, and within the return-crease; and shall bowl four balls before he changes wickets, which he shall do but once in the same innings, and he may order the player at his wicket to stand on which side of it he pleases.

If the bowler tosses the ball over the striker's head, or bowls it so wide that the striker cannot play at it, the party that is in shall be allowed one notch, to be put down to the byes, and those balls not to be reckoned as any of the four balls.

If the bowler bowls a *no ball*, the striker may play at it, and be allowed all the runs he can get, and shall not be put out, except by running out.

The ball must be bowled underhand, and delivered with the hand below the elbow.

In the event of a change of bowling, no more than two balls to be allowed in practice.

The bowler who takes the two balls, to be obliged to bowl four balls.

The striker is out if the bail is bowled off, or the stump bowled out of the ground: or if the ball, from a stroke over or under his bat, or upon his hands (but not wrists) is held before it touches the ground, though it be hugged to the body of

the catcher : or if, in striking, or at any other time while the ball is in play, both his feet are over the popping-crease, and his wicket is put down, except his bat is grounded within it : or, if in striking at the ball he hits down his wicket : or, if under pretence of running a notch, or otherwise, either of the strikers prevent a ball from being caught, the striker of the ball is out : or, if he runs out of his ground to hinder a catch : or, if a ball is struck up, and he wilfully strikes it again : or, if in running a notch, the wicket is struck down by a throw, or, with the ball in hand, before his foot, hand, or bat is grounded over the popping-crease ; but if the bail is off, a stump must be struck out of the ground by the ball : or if the striker touches or takes up the ball before it has lain still, unless at the request of the opposite party : or if the striker puts his leg before the wicket with a design to stop the ball, and, in the opinion of the umpire, actually prevents the ball from hitting his wicket by it.

If the players have crossed each other, he that runs for the wicket that is put down is out ; if they are not crossed, he that has left the wicket put down is out.

When a ball is caught, no notch to be reckoned.

When a striker is run out, the notch they were running for is not to be reckoned.

If a lost ball is called, the striker shall be allowed four, but if more than four are run before lost ball is called, then the striker to have all they have run.

When the ball has been in the bowler's or wicket-keeper's hands, it is considered as no longer in play ; the strikers need not keep within their ground till the umpire has called *Play* ; but if the player goes out of his ground with an intent

to run, before the ball is delivered, the bowler may put him out.

If the striker is hurt, he may retire from his wicket, and have his innings at any time in that innings.

If a striker is hurt, some other person may be allowed to stand out for him, but not go in.

If any person stops the ball with his hat, the ball is to be considered as dead, and the opposite party to add five notches to their score; if any are run they are to have five in all.

When the ball is struck up, the striker may guard his wicket either with his bat or his body.

In single wicket matches, if the striker moves out of his ground to strike at the ball, he shall not be allowed a notch for such stroke.

The wicket-keeper shall stand at a reasonable distance behind, and shall not move till the ball is out of the bowler's hand, and shall not by any noise incommode the striker; and if his hands, knees, foot, or head, be over or before the wicket, though the ball hit it, that shall not be out.

The umpires shall allow two minutes for each man to come in, and fifteen minutes between each innings. When the umpires shall call *Play*, the party refusing to play shall lose the match: and the said umpires are the sole judges of fair and unfair play, and all disputes shall be determined by them, each at his own wicket: but in case of a catch, which the umpire at the wicket cannot see sufficiently to decide upon, he may apply to the other umpire, whose opinion is conclusive. The umpires, in all matches, to pitch fair wickets, and the parties to toss for the choice of innings. They are not to order a player out, unless appealed to by the adversaries. But if the bowler's foot is not behind the bowling-crease, and within

the return-crease, when he delivers the ball, the umpire, unasked, must call *No Ball*. If the striker runs a short notch, the umpire must call *No Notch*.

The umpire at the bowler's wicket shall be first applied to decide on all catches.

The umpires are not to be changed during the match, but by the consent of both parties.

BETS.

If the notches of one player are laid against another, the bets depend on the first innings, unless otherwise specified.

If the bets are made upon both innings, and one party beats the other in one innings, the notches in the first innings shall determine the bet.

But if the other party goes in a second time, then the bet must be determined by the numbers on the score.

TENNIS.

A TENNIS-COURT is usually ninety-six or ninety-seven feet long, by thirty-three or four in breadth. A net hangs across the middle, over which the ball must be struck, to make any stroke good. At the entrance of a tennis-court there is a long covered passage before the *dedans*, the place where spectators usually are; into which, whenever a ball is played, it counts for a certain stroke. This long passage is divided into different apartments, which are called galleries, viz.

from the line towards the dedans, is the first gallery; door, second gallery; and the last gallery, which is called the service-side. From the dedans to the last gallery are the figures, 1, 2, 3, 4, 5, 6, each at a yard distance, marking the chaces, one of the most essential parts of this game. On the other side of the line is the first gallery; door, second gallery; and last gallery, which is called the hazard-side: every ball played into the last gallery on this side tells for a certain stroke, the same as into the dedans. Between the second and this last gallery are the figures 1, 2, marking the chaces on the hazard-side. Over this long gallery is the pent-house, on which the ball is played from the the service-side to begin a set of tennis, and if the player fails striking the ball (so as to rebound from the pent-house) over a certain line on the service-side, it is reckoned a fault; two of them are counted for a stroke. If the ball passes round the pent-house, on the opposite side of the court, and falls beyond a particular described line, it is called passe, goes for nothing, and the player is to serve again.

On the right-hand of the court from the dedans, a part of the wall projects more than the rest, in order to make a variety in the stroke, and render it more difficult to be returned by the adversary, and is called the tambour: the grill is the last thing on the right-hand, wherein if the ball is struck, it is reckoned 15, or a certain stroke.

A set of tennis consists of six games, but if what is called an advantage set is played, two successive games above five games must be won to decide; or in case it should be six games all, two games must still be won on one side to conclude the set.

When the player gives his service in order to

begin the set, his adversary is supposed to return the ball, wherever it falls after the first rebound, untouched; for example: if at the figure 1, the chace is called at a yard, that is to say, at a yard from the dedans; this chace remains till a second service is given, and if the player on the service-side lets the ball go after his adversary returns it, and if the ball falls on or between any one of these figures, they must change sides, for he will be then on the hazard-side to play for the first chace, which if he wins by striking the ball so as to fall, after its first rebound, nearer to the dedans than the figure 1, without his adversary being able to return it from its first rebound, he wins a stroke, and then proceeds in like manner to win a second stroke, &c. If a ball falls on a line with the first gallery, door, second gallery or last gallery, the chace is likewise called at such or such a place, naming the gallery, &c. When it is just put over the line, it is called a chace at the line. If the player on the service-side returns a ball with such force as to strike the wall on the hazard-side, so as to rebound, after the first hop, over the line, it is also called a chace at the line.

The chaces on the hazard-side proceed from the ball being returned either too hard, or not hard enough; so that the ball, after its first rebound, falls on this side the line which describes the hazard-side chaces, in which case it is a chace at 1, 2, &c. provided there is no chace depending, and according to the spot where it exactly falls. When they change sides, the player in order to win this chace must put the ball over the line, any where, so that his adversary does not return it. When there is no chace on the hazard-side, all balls put over the line from the service-side, without being returned, reckon.

The game, instead of being marked one, two, three, four, is called for the first stroke, *fifteen*; for the second, *thirty*; for the third, *forty*; and for the fourth, *Game*, unless the players get four strokes each; then, instead of calling it *forty all*, it is called *Deuce*, after which, as soon as any stroke is got, it is called *Advantage*; and in case the strokes become equal again, *Deuce* again; till one or the other gets two strokes following, to win the game.

The odds at this game are very uncertain, on account of the chances: and various methods of giving odds have been used to render a match equal.

A *Bisque* is the lowest odds given, (except choice of the sides,) and is the liberty of scoring a stroke whenever the player, who receives the advantage, chooses; for example, let a game be forty to thirty, he who is forty by taking the *Bisque*, becomes game.

Fifteen is a stroke given at the beginning of a game.

Half thirty, is *fifteen* given the first game, and *thirty* the second; and so on to the whole *thirty*, *forty*, &c.

Half-court, is confining the player to play into the adversary's half-court, and is of great advantage to the adversary.

Touch no Wall, is another great advantage given to the adversary.

Round Service, is serving the ball round the pent-house.

Barring the Hazards, is not reckoning the dedans, tambour, grill, or the last gallery, or the hazard-side, &c.

The odds generally laid, making allowance for particular circumstances, are as follow: -

The first stroke being won between even players, that is, 15 love, the odds are,

| | |
|---|---------|
| Of the single game | 7 to 4 |
| Thirty love | 4 .. 1 |
| Forty love | 8 .. 1 |
| Thirty fifteen | 2 .. 1 |
| Forty fifteen | 5 .. 1 |
| Forty thirty | 3 .. 1 |
| The odds of a four game set, when the first game is won, are | 7 .. 4 |
| When two games love | 4 .. 1 |
| Three games love | 3 .. 1 |
| When two games to one | 2 .. 1 |
| Three games to one | 5 .. 1 |
| The odds of a six game set, when the first game is won, are | 3 .. 2 |
| When two games love | 2 .. 1 |
| Three games love | 4 .. 1 |
| Four games love | 10 .. 1 |
| Five games love | 21 .. 1 |
| When two games to one | 8 .. 5 |
| Three games to one | 5 .. 2 |
| Four games to one | 5 .. 1 |
| Five games to one | 15 .. 1 |
| When three games to two | 7 to 4 |
| Four games to two | 4 .. 1 |
| Five games to two | 10 .. 1 |
| When four games to three | 2 .. 1 |
| Five games to three | 5 .. 1 |
| The odds of an advantage set, when the first game is won, are | 5 .. 4 |
| When two games love | 7 .. 4 |
| Three games love | 5 .. 1 |
| Four games love | 5 .. 1 |
| Five games love | 15 .. 1 |
| When two games to one | 4 .. 3 |
| When three games to one | 2 .. 1 |

HAZARD.

361

| | |
|-------------------------------|---------|
| Four games to one | 7 .. 2 |
| Five games to one | 10 .. 1 |
| When three games to two | 3 .. 2 |
| Four games to two | 3 .. 1 |
| Five games to two | 8 .. 1 |
| When four games to three..... | 8 .. 5 |
| Five games to three..... | 3 .. 1 |
| When five games to four | 2 .. 1 |
| When six games to five | 5 .. 2 |

THE GAME OF HAZARD.

ANY number of persons may play. The person who takes the box and dice throws a main, that is to say, a chance for the company, which must be above four, and not exceed nine, otherwise it is no main, consequently he must keep throwing till he brings five, six, seven, eight or nine; this done he must throw his own chance, which may be any above three, and not exceeding ten; if he throws two aces or trois-ace (commonly called crabs) he loses his stakes, let the company's chance, called the main, be what it will. If the main should be seven, and seven or eleven is thrown immediately after, it is what is called a nick, and the caster (the present player) wins out his stakes: also if eight be the main, and eight or twelve is thrown immediately after, it is also called a nick, and the caster wins his stakes. The caster throwing any other number for the main, such as is admitted, and bringing the same number directly afterwards, that is likewise termed a nick, and he then also wins whatever stakes he

has made. Every three successive mains the caster wins he is to pay half a guinea to the box or furnisher of the dice.

The meaning of a stake or bet at this game differs somewhat from any other. If a person chooses to lay some money with the thrower or caster, he must put his cash upon the table, within a circle which is described for that purpose; when he has done this, if the caster agrees to it, he knocks the box upon the table at the person's money with whom he intends to bet, or particularly mentions at whose money he throws, which is sufficient, and he is obliged to answer whatever sum is down, unless the staker calls to cover; in that case the caster is obliged to stake also, otherwise the bets would be void. It is optional in the person who bets with the thrower, to bar any throw which the caster may be going to cast, provided neither of the dice are seen; if one die should be discovered, the caster must throw the other to it, unless the throw is barred in proper time.

The common odds, which are absolutely necessary to be understood before any body attempts to play or bet at this game, are as follow: if seven is thrown for a main, and four the chance, it is 2 to 1 against the person who throws; if six to four is thrown, 5 to 3: if five to four is thrown, 4 to 3: seven to nine, 3 to 2: seven to six, 3 to 2, barring the two trois; with the two trois, only 6 to 5: seven to five, 3 to 2: six to five an even bet, barring the doublets or the two trois: with the trois, 5 to 4: eight to five, an even bet barring the two fours: five to four with the two fours: nine to five, even: nine to four is 4 to 3: the nick of seven is 7 to 2, but often laid but 10 to 3, and 5 to 1 you do not nick six or eight.

To illustrate these calculations still more clearly, the following table will be serviceable :

TABLE OF THE ODDS.

| | |
|-------------------|--------------------------------|
| 7 to 4 is 2 to 1. | |
| 6 .. 4 .. 5 .. 3. | |
| 5 .. 4 .. 4 .. 3. | |
| 7 .. 9 .. 3 .. 2. | |
| 7 .. 6 { | 3 .. 2, barring the two trois. |
| | 6 .. 5, with the two trois. |
| 7 .. 5 .. 3 .. 2. | |
| 6 .. 5 { | even, barring the two trois. |
| | 5 .. 4 with the two trois. |
| 8 .. 5 { | even, barring the two fours. |
| | 5 .. 4 with the two fours. |
| 9 .. 5 | even. |
| 9 .. 4 .. 4 .. 3. | |

} against the Caster.

The nick of seven is 7 to 2, often laid 10 to 3.

The nick of six and eight is 5 to 1.

It is necessary to be perfectly master of these odds, in order to play the prudent game, and to make use of them by way of insuring bets in what is called hedging, in case the chance happens to be unlikely; for by taking the odds a ready calculator secures himself, and often stands part of his bet to a certainty. For example, if seven is the main, and four the chance; and he has 5*l.* depending on the main, by taking 6*l.* to 3*l.* he must either win 2*l.* or 1*l.*; and on the contrary, if he does not like his chance, by laying the odds against himself he must save in proportion to the bet he has made.

CALCULATIONS ON HAZARD.

WHEN either 6 or 8 is connected with 7, as main and chance, 'tis 6 to 5 in favour of 7, there

being six ways to throw the 7, and only five for the 6, or 8.

7 connected with either 5 or 9, is 3 to 2 in favour of 7; there being six ways for the 7 and but four for 5, or 9.

7 connected with either 4 or 10, is 2 to 1 in favour of 7; there being six ways to throw the 7; but three for 4, or 10.

6 or 8 connected with either 5 or 9, is 5 to 4 in favour of 6 or 8; there being five ways to throw 6, or 8; but four for 5, or 9.

6 or 8 connected with 4 or 10, is 5 to 3 in favour of 6 or 8; there being five ways to throw 6, or 8; only three for 4 or 10.

5 or 9 connected with 4 or 10, is 4 to 3 in favour of 5 or 9; there being four ways to throw 5, or 9; but three for 4, or 10.

When 6 or 8 is back'd against 7, size ace is barr'd, thereby reducing the 7 to four chances; and the two trois of the 6 being barr'd, leaves but four chances for the 6; the same by barring of the two fours in the 8; which two trois and two fours are commonly called doublets.

When 5 or 9 is backed against 6 or 8, the doublets are barr'd, reducing the 6 or the 8 to only four chances; which makes the bet equal, there being four for each.

The following tables explain the various ways of throwing all the different mains and chances.

| To throw 7. | | To throw 6. | |
|---------------|---------|----------------|---------|
| 6 and 1 twice | 2 | 5 and 1 twice | 2 |
| 5 and 2 twice | 2 | 4 and 2 twice | 2 |
| 4 and 3 twice | 2 | two trois once | 1 |
| | <hr/> 6 | | <hr/> 5 |

| To throw 8. | | To throw 5. | |
|----------------|--------|---------------|--------|
| 6 and 2 twice | 2 | 4 and 1 twice | 2 |
| 5 and 3 twice | 2 | 3 and 2 twice | 2 |
| two fours once | 1 | | — |
| | — | | 4 |
| | 5 | | |

| To throw 9. | | To throw 4. | | To throw 10. | |
|---------------|---|---------------|---|----------------|---|
| 6 and 3 twice | 2 | 3 and 1 twice | 2 | 6 and 4 twice | 2 |
| 5 and 4 twice | 2 | two twos once | 1 | two fives once | 1 |
| | — | | — | | — |
| | 4 | | 3 | | 3 |
| | — | | — | | — |

The following table shews the plan of the game.

| Main for the Caster | The Caster wins by nicking | The Setter wins by the Caster's crabbing |
|------------------------|-------------------------------|---|
| 5 | 5 | 2, 3 11 or 12 |
| 6 | 6 or 12 | 2, 3 or 11 |
| 7 | 7 or 11 | 2, 3 or 12 |
| 8 | 8 or 12 | 2, 3 or 11 |
| 9 | 9 | 2, 3 11 or 12 |

When the caster throws a Main, which must be either 5, 6, 7, 8 or 9, as per table, he is then to throw his chance, which must be either 4, 5, 6, 7, 8, 9 or 10; if he neither nicks nor crabs it, he is then to abide by the chance; and if he throws that chance before the main, he wins all the money set; but if he should throw the main before the chance, then he loses all.

When 7 is the main, 'tis seven to two against the caster's nicking it, there being six ways to throw 7, and two to throw 11, either of which is the nick, as per table: so that the six ways for 7, and two for 11, being equal to eight, which taken from thirty-six (the whole number of chances) leaves a remainder of twenty-eight; that is twenty-eight

2 1 3

to eight, or seven to two against the caster nicking it.

When 6 or 8 is the main, 'tis 5 to 1 against the caster nicking it, there being five ways to throw 6, or 8, and one for 12, which make six ways for the nick, which taken from 36, leaves 30; therefore there being six ways to nick, and 30 against it, is five to one against the caster nicking either 6 or 8.

5 or 9 being the main, is eight to one that the caster does not nick it, there being but four ways to nick, which make it eight to one against the caster nicking either 5 or 9.

When 7 is the main, 'tis 672 to 624, or in money 14*s.* to 13*s.* that it is off in two throws: and if 7 is connected with 6 or 8, as main and chance, it is 671 to 625, nearly 15 to 14, or 13*s.* 11½*d.* to 13*s.* 0½*d.* that one of them is cast in twice.

When 7 is connected with 5 or 9, 'tis 676 to 620, almost 12 to 11, that it is not off in 2 throws; or 14*s.* 1*d.* to 12*s.* 11*d.* equal to 3*s.* 6½*d.* to 3*s.* 2½*d.* or 1 guinea to 19*s.* 3*d.*

When 7 is connected with either 4 or 10, 'tis 729 to 567, (9 to 7 or a little better than 5 to 4) that it is not off in 2 throws; and 26973 to 19683, (a little better than 4 to 3) that it is off in 3 throws.

When 6 or 8 is connected with 5 or 6, 'tis 729 to 567, (a little better than 5 to 4) that it is not off in 2 throws; it is the very same chance as when 7 is concerned with either 4 or 10; it being 3 to 1 against either of the mains or chances being off the first throw.

'6 or 8 connected with 4 or 10, is 784 to 512, that it is not off in two throws, which is a little better than 3 to 2; and 386 to 343, or near 10 to 9, that it is off in 3 throws.

If eight and six are main and chance, it is very

near 11 to 12, that either one or the other is thrown off in two throws.

If five and eight, or nine and eight, or five and six, or nine and six, are main and chance, the probability of throwing one of them in two throws is as 7 to 9 exactly.

But if five and four, or five and ten, or nine and four, or nine and ten, are main and chance, he that undertakes to throw either main or chance in three throws, has the worst of the lay; for it is as 24 to 23 exceeding near against him.

If the main be seven, and each person stakes a guinea, the gain of the setter is about $3\frac{1}{2}d.$ per guinea.

If the main be six or eight, the gain of the setter is $5\frac{1}{4}d.$ in a guinea.

But if the main be five or nine, the gain of the setter is about $3\frac{1}{4}d.$ in a guinea.

However if any person is determined to set upon the first main that is thrown, his chance, supposing each stake to be a guinea, is $4\frac{1}{8}d.$ exactly.

Hence the probability of a main, to the probability of no main, is as 27 to 28 very near.

Any one undertaking to throw a six or an ace with two dice in one throw, ought to lay 5 to 4.

See page 141 for the odds against winning any number of successive events, and page 291 for the number of chances upon two dice.

THE GAME OF BILLIARDS.

WITH INSTRUCTIONS AND RULES FOR THE FOLLOWING GAMES, viz.

The White Winning Game.

The White Losing Game.

The White, Winning and Losing Game.

The Winning and Losing Carambole Game.

Red or Carambole Winning Game.

The Red Losing Game.

The Simple Carambole Game.

Fortification Billiards.

With Rules and Regulations for every Method of playing the Game.

IN order to play this game well, attention must be given at first to the method of holding the mace; to the position in which the player should stand, and the manner of delivering the ball from the mace; but these are much more easily acquired by observation, or by the direction of a good player, than by any possible written rules. A person who plays with his right hand must stand with his left foot foremost; and, on the contrary, he who is left-handed, must stand with his right foot foremost, by which he will stand more steady and firm. Immoderate bursts of passion, and even fretting at trifling disappointments in the game, are usually found very prejudicial to the player; his nerves being affected, it is impossible

for him to make the stroke with that steadiness and nicety the game requires.

The games usually played till lately were the white winning and the red winning carambole games, but the winning and losing carambole game is now very much in vogue.

THE DIFFERENT GAMES OF BILLIARDS.

1. *The White winning Game*, played with two white balls, is twelve in number, when two persons play; and fifteen when four play; scored (independently of forfeitures) from winning hazards only.

2. *The White losing Game*, also twelve in number, played with two white balls, is the reverse of the winning; the points being scored from losing and double, or winning and losing hazards.

3. *The White winning and losing Game*, is a combination of the two preceding; all balls put in by striking the adversary's ball first, reckon towards the game.

The three preceding games should be made introductory to the knowledge of those with three or more balls, which are more complicated and difficult.

4. *Choice of balls*.—In which the player chuses his ball each time, an incalculable advantage, generally played against the losing and winning game.

5. *The Bricole game* signifies being required to strike a cushion from whence the ball is to re-

bound so as to hit that of the adversary, reckoned equal to giving eight or nine points. When both parties play bricole, the game is ten, scored from bricole hazards, and forfeitures.

6. *The Bar-hole game*, so styled because the hole which the ball should be played for is barred, and the player strikes for another hole. When this is played against the common game, the advantage to the last-mentioned is calculated at six points.

7. *One-hole*, in which all balls that go into one hole are counted, and the player who best lays his ball at the brink of that particular hole, has the advantage. The lead should be given from that end of the table where the last hazard has been made.

8. *Hazards*, so styled as depending entirely upon making of hazards, no account being kept of game. Many persons may play at a table with balls that are numbered, though to avoid confusion seldom more than six play at once. The person whose ball is put in pays a fixed sum for each hazard to the player, and he who misses pays half the same to him whose ball he played at. The only general rule is not to lay any ball a hazard for the next player, which may best be done by always playing upon him whose turn is next, and either bringing his ball close to the cushion, or putting it at a distance from the rest.

9. *The doublet game* is ten in number, played with two balls, most commonly against the white winning game, and no hazard is scored unless

made by a reverberation from the cushion, calculated as equivalent to giving five points.

10. *The commanding game*, where the adversary fixes upon the ball which the striker is to play at, reckoned equal to having fourteen points out of twenty-four; usually given by a skilful player against the common game of an indifferent one.

11. *The limited game* is very seldom played. In it the table is divided by a line, beyond which, if the striker passes his ball, he pays forfeit.

12. *The Red or winning and losing carambole game*, consists of twenty-one or twenty-four points, reckoned from caramboles, and from winning and losing hazards, equally; both white and red. Each of the white hazards and the carambole counts two; the red hazard three points.

13. *The winning carambole* (or red) game is sixteen or eighteen in number, obtained (independently of the forfeitures, which every game has peculiar to itself,) by winning hazards and caroms only.

14. *The losing carambole* is nearly the reverse of the winning, and consists of sixteen or eighteen points, made by caramboles, losing, and double hazards; counted as in the winning and losing game.

N. B. The simple carambole, which is only a trifling variation from the above, the reader will find particularized at page 394.

The carambole games are played with three balls; one red which is neutral, and termed the

carambole; the other two white: one of them allotted to each player. The *carambole* is placed upon a spot on a line even with the stringing nail at the bottom of the table; and after leading from the upper end, the striker is either to make the winning or losing hazard, according to the particular game, or to hit with his own ball the other two successively; for which stroke, called a *carambole*, or *carom*, he obtains two points.

15. The *Russian carambole* varies from the common *carambole* in the following particulars:

The red ball is to be placed upon the usual spot; but the player at the commencement of the game, or after his ball has been holed, is at liberty to place it where he pleases. The leader, instead of striking at the red ball, should lay his own gently behind the same, and the opponent may play at either of them; if the said opponent plays at and holes the red ball, he scores three; then the red ball is to be replaced upon the spot, and the player may take his choice again, always following his stroke till both balls are off the table, he gains two points for every *carambole*; but if in doing that he holes his own ball, then he loses as many as otherwise he would have obtained; and if he strikes at the red ball, *caramboles* and holes that ball and his own, he loses five points; and when he holes all three balls he loses seven, which respective numbers he would have won had he not holed his own ball.

16. The *Caroline* or *Carline* game is played either on a round or square table with five balls, two white, one red, another blue, and the *caroline* ball yellow. The red ball is to be placed on its usual spot, the *caroline* ball exactly in the middle

of the table, and the blue ball between the two at the lower end of the table. The striking spot is at the upper end, in a parallel line with the three balls. The game is 42 scored from caramboles and hazards; the red hazard counts three, the blue two, and the yellow when holed in the caroline or middle pocket is reckoned as six points.

17. *The four game* consists of two partners on each side at any of the common games, who play in succession after every winning hazard lost.— See rule 23 at page 376.

18. *The cushion game* consists in the striker playing his ball from the top of the baulk cushion instead of following his stroke upon the table, and is generally played in the winning or winning and losing game, reckoned equal to giving six points.

19. *Fortification Billiards*, for an account of which, see page 395.



**RULES AND REGULATIONS TO BE OBSERVED AT THE
WHITE WINNING GAME.**

1. **STRING** for the lead and choice of balls.
2. In stringing, the striker should stand with both feet within the limits of the corner of the table, and not place his ball beyond the stringing nails or spots, his adversary alone is bound to see that he stands and plays fair, otherwise he is not subject to any forfeiture.
3. If the leader follows his ball with either mace or cue, beyond the middle hole, his adversary may make him lead again.

4. Immediately after a hazard has been won, the balls are to be broken, and the striker is to lead as at first.

5. When a hazard has been lost in either of the corner holes, the leader, if his adversary requires it, is to lead from the end of the table where the hazard was lost, but if the hazard was lost in either of the middle holes, the leader may play from either end of the table.

6. If the striker miss his adversary's ball, he loses one point, and if by the same stroke he holes his own ball, he loses three points.

7. Whether the stroke is foul or fair, if the striker holes his own or both balls, or forces either or both of them over the table or on a cushion, he loses two points.

8. If the striker forces his adversary's ball over the table, and his adversary should chance to stop the same, so as to make it come on the table again, the striker nevertheless wins two points.

9. If the striker forces his own ball over the table, and his adversary should stop and cause it to come on the table again, the striker loses nothing, but retains the lead, because his adversary ought not to stand in the way, or near the table.

10. If the striker misses his adversary's ball, and forces his own over the table, and it should be stopped by the adversary, he loses one point, but has the lead if he chooses:

11. If the striker who plays the stroke, should make his adversary's ball go so near the brink of a hole, as to be judged to stand still, and it should afterwards fall in, the striker wins nothing, and the ball must be put on the brink where it stood, for his adversary to play at the next stroke.

N. B. There is no occasion for challenging the ball if it stops.

12. If the striker's ball should stand on the brink of a hole, and in attempting to play it off he should make the ball go in, he loses three points.

13. If a ball should stand on the brink of a hole, and should fall in before or when the striker has delivered his ball from his mace or cue, so as to have no chance for his stroke, in that case the balls must be replaced and the striker play again.

14. The striker is to pass his adversary's ball, more especially if he misses the ball on purpose, then his adversary may oblige him to place the ball where it stood, and play until he has passed.

15. If the striker play with a wrong ball he loses the lead.

16. If the ball should be changed in a hazard, or game, and not known by which party, the hazard must be played out by each with their different balls, and then changed.

17. If the striker plays with his adversary's ball, and holes or forces the ball he played at, over the table, it is deemed a foul stroke.

18. If the striker plays with his adversary's ball, and miss, he loses one point, and if his adversary discovers that he hath played with the wrong ball, he may part the balls and take the lead.

19. In all the before-mentioned cases with the wrong ball, if the error be not discovered, the adversary must play with the ball the striker played at throughout the hazard, or part the balls and take the lead.

20. Whoever proposes to part the balls, and his adversary agrees to it, the proposer loses the lead.

21. Two missings do not constitute a hazard, unless previously agreed on to the contrary.

22. When four people play, each party may consult with, and direct his partner in any thing respecting the game, &c.; and the party who misses twice before a hazard is made, is out, and it is his partner's turn to play, and though his adversary should hole a ball, so as to make a hazard at the stroke following the said two missings, yet the party who did not make the two missings, is to play, as he cannot be supposed to be out who has not made a stroke.



WHITE LOSING GAME.

When a Person is tolerably well acquainted with the Winning Game, he should then learn the Losing Game (the Reverse of the Winning,) which is a Key to Billiards in general. It depends entirely upon the Defence, and the Knowledge of the Degree of Strength with which each Stroke should be played, either to defend or make a Hazard; for if a Person who has a competent Knowledge of the Game should not have a Hazard to play at, he must endeavour to lay his own Ball in such a Position, that his Adversary may not have one to play at the next Stroke. For a Losing Game Hazard is much more easy to be made, when well understood, than a Winning Game Hazard is in general.

1. At beginning you must string for the lead, and the choice of the balls, the same as in the rules at the white winning game.

2. If the striker misses the ball, he loses one; and if his ball goes into a hole by the same stroke, he loses three points.

3. If the striker holes his adversary's ball, he loses two points.

4. Forcing either or both the balls over the table, or on a cushion, reckons nothing, but the striker loses the lead.

5. If the striker misses his adversary's ball, and forces his own over the table, &c. he loses one point and the lead.

6. If the striker holes his own ball, he wins two; and if he holes both balls, he wins four points.

7. If the striker holes either of the balls, and forces the other over the table, &c. he loses the lead only.

The rest of the articles of regulations, &c. as in the Winning Games, are likewise to be observed.



THE WHITE WINNING AND LOSING GAME

Is a combination of the two preceding; and all the balls put in by striking the adversary's ball first, reckon towards the game.



Players are particularly requested to observe, that except those rules which constitute the peculiarity of each game, certain general regula-

tions are applicable to every one of them, which, to avoid repetition, are mostly given under the head of the Winning and Losing Carambole Game.

THE WINNING AND LOSING CARAMBOLE GAME,
PLAYED WITH THREE BALLS, TWO WHITE AND
ONE RED.

Is twenty-one or twenty-four in number, reckoned both from winning and losing hazards and caramboles, being by far the most full of variety, and of all other games the best calculated to afford amusement: the chances are so numerous, that the odds of it are not usually calculated, but generally laid according to fancy, or the custom of the table.

The twenty-one game is most common, but that of twenty-four is more fashionable.

Rules, &c. in the Winning and Losing Carambole Game; the General Laws and Regulations of which are applicable to all the other Games.

1. The game commences by stringing for the lead and the choice of balls.
2. In stringing, the striker must place his ball within the striking ring; and if his adversary desires it, must stand within the limits of the corner of the table.
3. He who, after playing at the bottom cushion, brings his ball nearest to the cushion, at

the upper or baulk end of the table, wins the lead, and chooses his ball.

4. After the first person has strung for the lead, if the adversary who follows should make his ball touch the other, the said adversary loses the lead.

5. By holing his own ball either in stringing or leading, the player loses the lead.

6. Should the leader follow his ball with either mace or cue beyond the middle hole, it is no lead: and his adversary may make him lead again.

7. The leader must place his ball within the ring, between the striking nails or spots at the upper end of the table: and the same must be observed after every losing hazard has been got.

8. The red ball is to be placed on the lower of the two spots, at the bottom of the table.

9. When either of the white balls has been holed, &c., it must be replaced in, and played from the striking ring, as at the commencement the game.

10. When the red ball hath been holed or forced over the table, it must be replaced on the same spot as at the beginning of the game, and the present striker is bound to see it thus replaced, otherwise he cannot win any points while it is off the spot, and the stroke he may make is deemed foul.

11. If the striker does not hit his adversary's ball, he loses one point, and if by the same stroke he pockets his own ball, he loses three points and the lead.

12. If the striker forces either of the balls over the table, he loses the lead.

13. If the striker forces his own, or either of the other balls over the table, after having made

a carambole or hazard, he gains nothing and also loses the lead.

14. If the striker hit both the red and his adversary's ball with his own ball he played with, this is called a *carambole* or *carom*.

15. If the striker with his own holes his adversary's ball, he wins two points.

16. If the striker holes the red ball, he wins three points.

17. If the striker holes his own off his adversary's ball, he wins two points.

18. If the striker holes his own off the red ball, he wins three points.

19. If the striker holes both his adversary's and the red ball, he wins five points.

20. If the striker, by playing at the red ball, holes his own and the red ball, he wins six points.

21. If the striker by hitting the white ball first, holes both his own and the adversary's ball, he wins four points.

22. If the striker by striking at the red ball first, holes both his own and his adversary's ball, he wins five points:—three for holing his own ball off the red, and two for holing the white ball.

23. If the striker plays at his adversary's ball first, and holes his own ball and the red, he wins five points:—two for holing his own ball off the white, and three for holing the red ball.

24. If the striker plays at his adversary's ball, and holes it, at the same time that he pockets both his own ball, and the red, he wins seven points:—two for holing his own ball off the white; two for holing his adversary's; and three for holing the red ball.

25. If the striker plays at the red, and holes his own ball off the same, and the red ball, and his adversary's, by the same stroke, he wins

eight points:—three for holing his own ball off the red; three for holing the red; and two for holing the white ball.

26. If the striker makes a carambole, and by the same stroke pockets his adversary's ball, he wins four points:—two for the carambole, and two for the white hazard.

27. If the striker makes a carambole, and pockets the red ball, he wins five points:—two for the carambole; and three for the red hazard.

28. If the striker caramboles and holes both the red and his adversary's ball, he gains seven points:—two for the carambole; two for the white; and three for the red ball.

29. If the striker makes a carambole by striking the white ball first, and holes his own by the same stroke, he wins four points:—two for the carom; and two for the white losing hazard.

30. If the striker makes a carambole by striking the red ball first, and by the same stroke pockets his own ball, he wins five points:—two for the carambole, and three for the red losing hazard.

31. If the striker plays at the white ball first, and makes a carambole, and also holes his own and his adversary's ball, he wins six points:—two for the carambole, and two for each white hazard.

32. If the striker plays at the red ball first, and caramboles and likewise holes his own and his adversary's ball, he gains seven points:—two for the carom; three for the red hazard, and two for the white hazard.

33. If the striker caramboles by playing first at the white ball, and also holes his own and the red ball, he wins seven points:—two for the ca-

rom; two for the white losing hazard; and three for the red winning hazard.

34. If the striker caramboles by striking the red ball first, and at the same time holes his own, and the red ball, he wins eight points:—two for the carom; three for the red losing, and three for the red winning hazard.

35. If the striker caramboles by striking the white ball first, and holes his own and his adversary's, and the red ball, he wins nine points:—two for the carambole; two for each of the white hazards; and three for the red hazard.

36. If the striker caramboles by striking the red ball first, and by the same stroke holes his own and the red, and his adversary's ball, he gains ten points:—two for the carambole; three for the red losing; three for the red winning and two for the white winning hazard.

37. After the adversary's ball is off the table, and the two remaining balls are either upon the line, or within the stringing nails or spots, at the upper end where the white balls are originally placed in leading, it is called a *baulk*: and the striker who is to play from the ring, must strike the opposite cushion, to make his ball rebound, so as to hit one of the balls in the baulk; which if he doth not, he loses one point.

38. It sometimes happens after the red ball has been holed or forced over the table, that one of the white balls so occupies its place, that it cannot be put upon its proper spot without touching the same. In such a case, the marker must hold the red ball in his hand, while the striker plays at his adversary's ball, and immediately afterwards replace the red on its proper spot, so that it may not prevent a carambole, &c.

39. If the striker plays with the wrong ball, that is a foul stroke.

40. If the striker is going to play with the wrong ball, no person in the room ought to discover it to him, except his partner, when they are playing a double match.

41. If the striker plays with the wrong ball, and his adversary does not discover it, he may reckon all the points gained by the stroke, and the marker is obliged to score them.

42. If the striker, after having made a hazard or carom, moves with his hand or stick, either of the balls which remain upon the table, the stroke is deemed foul.

43. If a ball is found to have been changed during the game, and it is not known by which player, the game must be played out with the balls as they then are.

44. No one hath a right to take up or otherwise move a ball, without permission of the adversary.

45. If a striker touches his ball with the instrument twice, the stroke is foul.

46. If a striker is impeded in his stroke by his adversary or a spectator, he has a right to recommence the stroke.

47. If the striker should accidentally move his own ball, without intending at the time to make a stroke, he loses no point; but the adversary may replace the ball.

48. If the striker touches his ball, and makes his mace or cue go over or past it, he loses one point.

49. If either of the players, in the act of striking, happens to move his own, the adversary's, or the red ball from the place it occupied on the table, the stroke is foul.

50. When the striker's, and either of the other balls are so close as to touch, and in playing the former off, the latter is moved from its place, the stroke is considered foul.

51. If the striker, in attempting a stroke, does not touch his ball, it is no stroke, and he must strike again.

52. If, when the balls are very near each other, the striker should make his ball touch the other, it is to be considered a stroke, though not intended as such.

53. If the striker plays upon a ball which is still running, the stroke is foul.

54. Whoever stops a ball when running, loses the lead, if his adversary does not like the ball he has to play at the next stroke.

55. Whoever retains his adversary's cue or mace, when in the act of striking, makes the stroke foul.

56. If the striker interrupts the course of his own ball, when running towards a hole, after having made a miss, and it is the opinion of the marker that it would have entered the pocket, had it not been interrupted, he loses three points.

57. And if the striker interrupts, stops, or puts his adversary's ball out of its course, when running towards or into a hole, he is subjected to the same forfeiture.

58. If the striker, after having made a hazard, or carambole, interrupts the course of his own ball, the stroke is foul; and he cannot score any of the points he may have thus made.

59. He who blows upon a ball when running, makes the stroke foul; and if his own ball was running towards a hole, or near a hole, and he is seen by his adversary to blow upon it, he loses two points.

60. If the striker plays with both feet off the ground, the stroke is deemed foul.

61. Whoever strikes the table when the ball is running, makes the stroke foul.

62. If the striker throws his mace or cue upon the table so as to baulk his adversary, he causes him to make a foul stroke.

63. If a ball is made to go extremely near the brink of a hole, and after sensibly standing still, falls into it, the striker wins nothing, and the ball must be put on the same brink where it stood, before the adversary makes his next stroke; and if it should fall into the hole at the instant the striker hath played upon his ball, so as to prevent the success of his stroke, the striker's, and the adversary's balls must be placed in the same relative position, and the striker play again.

64. He who will not play the game out, loses the same.

65. If a person agrees to play with the cue, he is obliged to play with it during the whole of the game or match; but if no agreement hath been made, he may at any time change it for the mace, and vice versa. But when the parties agree to play mace against cue, the mace player hath no right to use a cue, nor has the cue player any right to use a mace, without permission.

66. When a person agrees to play with a cue, he must play every ball within his reach with the point thereof; and if he agrees to play with the butt of the cue, he has no right at any time to play with the point, without permission. Also, when the parties agree to play *point and point* of the cue, neither of them has any right to use the *butt*; but every person who plays with a cue, may use occasionally a long one, and in such case

he may play with the point of a long cue or a mace.

67. If the striker should make his mace or cue touch both balls at the same time, it is deemed a foul stroke, and if discovered by the adversary, he wins nothing for any points he might make by the stroke, and the adversary may break or part the balls.

68. Whenever a foul stroke is made, it is at the option of the adversary either to part the balls, and play from the striking ring, as at the beginning, or if the balls happen to be in a favourable position for himself, to suffer the preceding striker to score the points; which the marker is obliged to do, in every case where the balls are not broken.

69. The adversary only is bound to see that the striker plays fair, which if he neglects, the striker wins all the points he may have made by that particular stroke, and the marker is obliged to score them.

70. No person has a right to discover whether a stroke be fair or foul until asked, unless during a four match; and in that case, none but the player or his partner have a right to ask it.

71. Should a dispute arise between the players concerning the fairness of a stroke, the marker alone is authorized to decide, and from his decision there is no appeal: but if he happens to be incompetent, the majority of the disinterested company then present, should decide the dispute.

72. Whoever proposes to part the balls, and his adversary agrees, the person who made the proposal loses the lead.

73. No person in the room has a right to bet more than the odds on a hazard or a game; but if he err through ignorance, he should appeal to

the marker, or the table of the odds.—Each person who proposes a bet, should name the precise sum; and also should be extremely careful not to offer a bet when the striker had taken his aim, or is going to strike; and no bet ought to be proposed on any stroke, that may have any tendency to influence the player.—If A proposes a bet which is accepted by B, it must be confirmed by A, otherwise it is no bet.—If any bets are laid on the hazard, and the striker should lose the game by a miss, at the stroke in question, it cannot be a hazard: the game being out by a miss. In all cases the betters are to abide by the determination of the players, and the betters have a right to demand their money, when their game is over.

74. Every person ought to be very attentive, and listen for the stroke, before he opens the door of a billiard room.

75. The striker has a right to command his adversary not to stand facing or near him, so as to annoy or molest him in his stroke.

76. Each party is to take care of his own game, and his adversary has no right to answer any questions; as,—if the ball be close?—if he touch the ball? &c. &c.

77. The marker should make those persons who do not play, stand from the table, and give room for the players to pass freely round.

78. Those who play, ought to be particularly careful and attentive to their strokes, when any bets are depending thereon: but even should they play carelessly, the bets must in every case be decided by the event.

79. No person hath any right to discover to the player in what manner he may play his ball. But if done, and discovered by the adversary, he

may prevent the striker from scoring the points he has made by the stroke. Neither, after a stroke hath been played, hath any one a right to detect any error the striker may have committed.

RED OR CARAMBOLE WINNING GAME, PLAYED WITH
THREE BALLS, TWO WHITE AND ONE RED.

The Game is Sixteen or Eighteen in Number, formed from Winning Hazards and Caramboles.

There are Two Methods of playing this Game ; one by the Players striking alternately, in which the Number of Points is usually 16 ; the other where the Players follow their successful Strokes, and then the Points are 18 ; the latter Mode is now generally used.

The Red or Carambole Winning Game is full of variety ; and there being so many Chances in it, which make it a Game of great Uncertainty, the Odds are not calculated, but Betts are generally laid according to Fancy, or to the Custom of the Table.

1. String for the lead, &c. as in the winning and losing game.

2. The red ball is to be placed on a spot made for that purpose, in the centre, between the stringing nails at the bottom of the table, higher up than in the carambole winning and losing game.

3. After the first striker has played, his adversary is to play next, and so on alternately ; or the striker is to follow his gaining stroke, as may have been agreed upon.

4. If the striker misses both balls, he loses one point; if by the same stroke he pockets his own ball, he loses three points.

5. If the striker caramboles he wins two points.

6. If the striker holes his adversary's ball, he wins two points.

7. When the striker holes the red ball, he wins three points.

8. If the striker holes his adversary's and the red ball by the same stroke, he wins five points.—Two for the white, and three for the red ball.

9. If the striker caramboles and at the same time pockets his adversary's ball, he wins four points.—Two for the carom, and two for holing the white ball.

10. If the striker caramboles and holes the red ball, he wins five points.—Two for the carom, and three for pocketing the red ball.

11. If the striker caramboles, and by the same stroke holes both his adversary's and the red ball, he wins seven points.—Two for the carambole, two for the white, and three for the red hazard.

12. Forcing either of the balls over the table, as in the winning and losing game, reckons nothing.

13. If the striker forces his ball over the table, and at the same time makes a carambole, or holes either of the other balls, he gains nothing by the stroke.

14. When the striker forces either his adversary's or the red ball over the table, and by the same stroke holes his own, he loses nothing.

15. If the striker makes a foul stroke, and at the same time holes his own ball, he loses two or three points, according to which ball he struck first.

16. If the striker plays with the wrong ball, and at the same time makes a losing hazard, he loses either two or three points, according to which ball he struck first, and the stroke is considered foul.

17. If the striker plays with the wrong ball, and misses both the remaining balls, he loses one point, and if the ball should go into a hole, he loses three points, and the stroke is deemed foul.

18. If the striker playing at the baulk, holes his own ball, he loses three points.

19. If the striker pockets either or both the balls, or caramboles when the balls are within the baulk, he wins two, three, five, or seven points, according to the stroke.

20. When the striker plays from the spot or circle, at either of the balls within the baulk, he is to pass one of the balls, otherwise it is no stroke.

21. When the striker's ball and the red ball are within the baulk, he is not obliged to pass the ball.

22. When either of the white balls has been holed, and the red or the white stands so near that the striker cannot place this ball without touching the other, the marker must hold the red ball in his hand, as directed in the 37th rule of the Winning and Losing Game.

23. If either of the balls should be either before, behind, or one side of the spot, so that the striker is able to place his own ball without touching the other, he must play the ball as he can from the spot, neither of which balls must be moved to make way for him.

RED OR CARAMBOLE LOSING GAME, PLAYED WITH
THREE BALLS, TWO WHITE AND ONE RED.

The Game is Sixteen or Eighteen in Number, as in the Red Winning Game, scored by Caramboles, Losing and Double Hazards.

The Red or Carambole Losing Game requires greater Judgment than the Winning, and depends materially on the Skill of the Player; the Chances in it may happen sometimes to vary more than at the Winning Carambole Game, and especially if the Players do not properly understand the skilful Part.

1. The game begins in the same manner as the carambole winning game.

2. If the striker misses both the balls, he loses one point: and if he holes his own ball by the same stroke, he loses three points.

3. If the striker hits the red ball first, and holes it, he loses three points, and the ball must be immediately replaced on its proper spot.

4. If the striker hits the white ball first, and holes it, he loses two points.

5. If the striker holes the white and the red ball by the same stroke, he loses five points, viz. two for holing the white ball, and three for the red.

6. If the striker makes a carambole, and holes either his adversary's or the red ball only, he wins nothing for the carambole, and loses two points if he struck the white, and three if he hit the red ball first.

7. If the striker makes a carambole, he wins two points.

8. If the striker makes a carambole by striking the white ball first, and should hole his own ball by the stroke, he wins four points; viz. two for the carambole, and two for holing his own ball on the white.

9. If the striker makes a carambole by striking the red ball first, and by the stroke should hole his own ball, he wins five points; viz. two for the carambole, and three for holing his own ball on the red.

10. If the striker makes a carambole by striking the white ball first, and by that stroke should hole his own and his adversary's white ball, he wins six points; viz. two for the carambole, two for holing his own ball on the white, and two for holing his adversary's or the white ball.

11. If the striker makes a carambole by striking the red ball first, and by the said stroke should hole his own ball, and his adversary's white ball, he wins seven points; viz. two for the carambole, three for holing his own ball on the red, and two for his adversary's white ball.

12. If the striker makes a carambole by striking the white ball first, and by the said stroke should hole his own and the red ball, he wins seven points; viz. two for the carambole, two for holing his own ball on the white, and three for holing the red ball.

13. If the striker makes a carambole by striking the red ball first, and by the said stroke should hole his own and the red ball, he wins eight points; viz. two for the carambole, three for holing his own ball on the red, and three for holing the red ball.

14. If the striker makes a carambole by striking the white ball first, and should hole all three balls, he wins nine points; viz. two for the ca-

rambole, two for holing his own ball on the white, two for holing his adversary's white ball, and three for holing the red ball.

15. If the striker makes a carambole by striking the red ball first, and by the said stroke should hole all the balls, he wins ten points; viz. two for the carambole, three for holing his own ball on the red, three for holing the red, and two for holing his adversary's white ball.

16. If the striker holes his own ball on the white ball, he wins two points: and if on the red, three points.

17. If the striker, by striking the white ball, should hole his own ball and his adversary's white ball, he wins four points; viz. two for holing his own ball on the white, and two for holing his adversary's ball.

18. If the striker, by striking the red ball, should hole his own ball and his adversary's white ball, he wins five points; viz. three for holing his own ball on the red, and two for holing the white ball.

19. If the striker strikes his adversary's white ball, and holes his own ball and the red, he wins five points; viz. two for holing his own ball on the white, and three for holing the red ball.

20. If the striker strikes the red ball, and holes his own ball, and his adversary's white ball, he wins five points; viz. three for holing his own ball on the red, and two for holing his adversary's white ball.

21. If the striker strikes his adversary's white ball and holes all three balls by the same stroke, he wins seven points; viz. two for holing his own ball, on the white, two for holing his adversary's white ball, and three for holing the red ball.

22. If the striker strikes the red ball, and holes

all the balls by the same stroke, he wins eight points; viz. three for holing his own ball on the red, three for holing the red ball, and two for holing the white ball.

28. If the striker strikes the red ball, and holes his own and the red ball, he wins six points; viz. three for holing his own ball on the red, and three for holing the red ball.

N. B. The rest of the rules and regulations are likewise to be observed, as in the rules for the Carambole Winning Game; &c.

THE SIMPLE CARAMBOLE GAME, PLAYED WITH
THREE BALLS, AS IN THE OTHERS.

The Game is Twelve in Number, arising from Caramboles and Forfeitures.

This Game, possessing very few Chances, requires both Skill and Judgment, and is seldom played alone, but generally by able Proficients against the Winning and Losing, or the Winning Game of Novices, considered equal to giving Fifteen out of Twenty-four Points. 'Tis also played Two different Ways; in one the Hazards lose, in the other they are not reckoned; the first mentioned is the customary Method where the Striker upon making a Hazard loses as many Points as he by that Stroke would have gained in either the Winning or Losing Game.

1. THE game is begun as in the preceding caramboles.

2. If the striker misses both balls, he loses

one; and when he pockets his own ball, he loses three points.

3. When the striker makes a carambole, he scores two, except he holes his own ball on that of the adversary; or holes the adversary's ball, and then he loses two points.

4. And when he caramboles, and holes either his own ball on the red, or holes the red ball, he loses three points.

5. And also should he hole both his own and the adversary's ball, then he loses four points.

6. And when he holes both his own and the red ball, he loses five points if he played at the white, and six if he played at the red ball.

7. And likewise if he holes all three balls at one stroke, he loses seven points if he played at the white and eight when at the red ball.

The rest of the rules and regulations used in this are similar to those belonging to the other games when they are not contradictory to any of the seven above-mentioned.



FORTIFICATION BILLIARDS.

For the better comprehending of the method of playing, the editor has added two cuts; the first shews how the forts, &c. are to be placed; the other is a plan of the table when mounted, accurately measured, by which the various angles are ascertained, and calculated for the experienced player.

First, there are ten forts made of wood, in the form of castles, which are to have lead put in them for the purpose of making them heavy, so that in playing the balls they may not be moved

from their places. In the front of each fort, at the bottom, is an arch, full wide and high enough to admit the ball, which is to be put through it, to attack the fort, and within the arch of each fort a small bell is hung. Secondly, the pass through which each of the adversary's attacking balls must pass, before a fort can be taken. Lastly, the grand batteries, and ten flags or colours.

Two of the forts, called the grand forts, are to be made larger than the rest, and to have an arch cut through them of the size the others have. Five of the forts, including one of the grand forts, one of the batteries, and five of the flags or colours, are usually painted red, and the forts and battery are to be pointed like brick-work, which colour denotes them to be English; on each fort one red flag is to be hoisted on the centre of the front thereof. The other five forts, grand fort included, battery and colours, are to be of a white colour; the forts and battery to be painted with black like stone, are called French, one white flag to be hoisted on each as before mentioned.

The pass, which serves for the purpose of both parties' attacking balls to go through, is to be made in the form of the grand forts, but rather longer for distinction, and to have an arch of the size of the grand forts, and painted of different colours; viz. one of the ends where the arch is, of a red, to continue half way of each side, and the same on the top; the other end of the arch is to be white, and to continue in the same colour over the other half. There are likewise two flags to be hoisted on the pass, viz. one red and the other white; the red to be hoisted at the English end, and the white at the French end. The pass is to be placed in the centre of the table, the red end

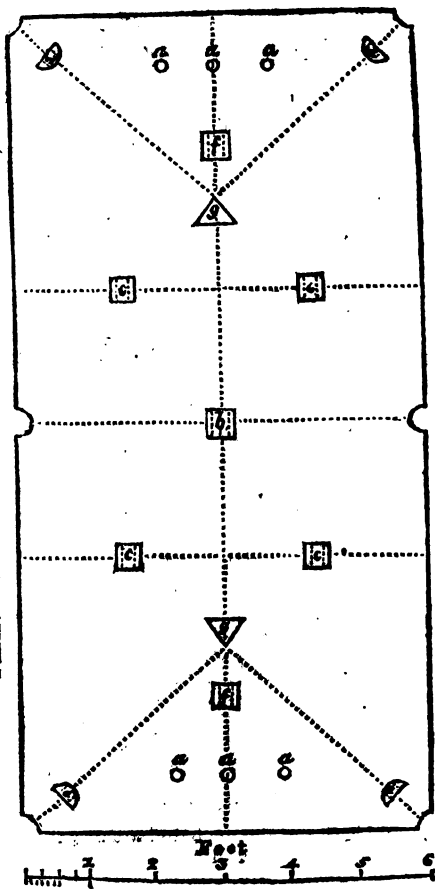
to face the English forts, and the white end the French forts.

The limits of each party's quarter, is from the end cushion, where his forts are placed, to his pass on each side of the table. The red or English forts are to possess one end of the table, called the English quarter. The white or French forts are to possess the other end of the table, called the French quarter. The two forts in each quarter in the first angle from the pass are to be taken first, which are therefore called the advanced forts. The two forts in the second angle are to be taken next, which are called the reserved forts. Lastly, the grand fort, with the battery placed before the same, is the last to be taken.

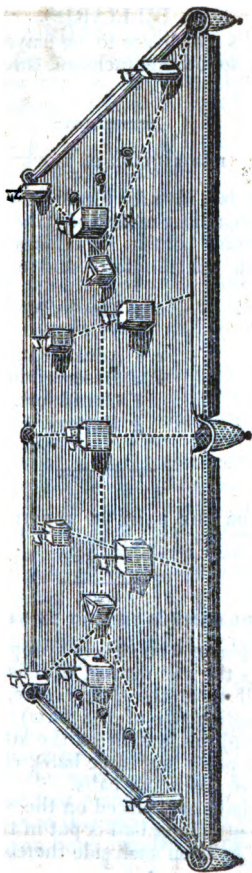
The height of the advanced and the reserved forts is to be five inches and a half, the breadth and length of the advanced forts five inches to the square, and the length of the reserved forts are five inches and a half, and the back of them to be rounded off. The height of the grand forts is to be five inches and a half, the breadth and length six inches and a quarter. The batteries are made in a triangular form, the height of them are three inches, the breadth at the extremity are two inches and a half, and the length three inches and a half. The height of the pass is five inches and a half, the breadth six inches and a quarter, and the length seven inches. The height of the concave in the forts where the attacking ball must enter, is three inches, the breadth two inches and a half, the depth two inches and three quarters.

The bell which is to be within the arch in each fort, must be hung one inch and a half within it.

PLAN OF FORTIFICATION BILLIARDS.



PERSPECTIVE VIEW OF FORTIFICATION BILLIARDS.



The balls which are to be played with at this game, are to be one inch and three-eighths diameter.

DESCRIPTION OF THE CUTS.

THE one is a plan for placing the forts, &c. &c. with the distances measured; the other is also a representation of the superficies of a billiard table, with all the forts and castles properly placed.

- a a a* The balls.
- b* The pass.
- c c* Advanced forts.
- d d* Reserved forts.
- f* Grand fort.
- g* Battery.

RULES FOR THE GAME OF FORTIFICATION BILLIARDS.

THE GAME IS TWENTY IN NUMBER.

1. THE player who strikes the opposite cushion, and brings the ball nearest the cushion he struck from, shall have the first stroke, and have the red (or English side of the forts) and must commence hostilities, and begin the attack.

2. Each party has three balls, viz. one attacking and two defending balls.

3. The balls are placed on the spots as on the plan; the attacking ball is put in the middle, the defending balls on each side thereof.

4. The ball for the attack, on the red (or English side of the forts) must be spotted with red, and the defending balls with small black circles.

5. The ball for the attack on the white (or French) side of the forts must be plain white, and the two defending balls eight black spots on each.

6. Before you can attack any of the forts you must make the pass.

7. When you have made the pass, you must take down your adversary's colours, and then attack either of his advanced forts, which must be taken first.

8. If after you have made the pass, you do not take down your adversary's colours, you must make the pass again from your own side of the forts; but you must not return to the spot.

9. If you take either of your adversary's forts, after you have made the pass, and have not taken down your adversary's pass colours; you lose two points, and must return to your spot again.

10. After you have regularly made the pass, and have taken a fort, you must return to your middle spot again.

Note. Regularly making the pass, is when you have taken down the adversary's colours, conformable to Article 7.

11. When you have taken a fort, you win four points.

12. If you do not take down your adversary's colours when you have taken his fort, you are obliged to take the said fort again, and must be put back those four points you won by the same.

13. Missings at this game reckon nothing.

14. After you have regularly made the pass,

you are not obliged to go through it again during the game.

15. In each fort there is a bell, which gives notice at being taken; which bell must be made to ring, otherwise the fort is not taken.

16. The besieged may defend his own forts, or may send his attacking ball into the assaulter's quarter to attack his.

17. The besieger must take his adversary's forts with his attacking ball.

18. If the besieger should take his adversary's fort with either of his defending balls, he loses two points, and returns to his spot again.

19. If the striker plays with either of his adversary's balls, he loses two points, and if he played on either of his own balls, that must be put on its proper spot again, if his adversary requires it.

20. Either party may send his defending ball or balls into his adversary's quarter.

21. After having taken the two advanced forts, you must take the two forts in the next angle, which are called the reserved forts; and lastly, the grand fort.

22. He who does not take the forts according to the above direction, and takes either of the last for the first, loses two points, and must return to the proper spot again.

23. After a fort hath been taken, or a ball holed or forced over the table, the striker is bound to place or to see the ball placed on its proper spot; and if he doth not, he shall reckon nothing for any forts, &c. he shall take during the time the ball is out of its place.

24. After having taken a fort, either by storm or otherwise, if the adversary takes the ball out of the fort, although he doth not take down his

colours, nevertheless the said fort is deemed as taken, and the colours are to be taken down.

N. B. Taking a fort by storm is, when the party, having made his utmost effort, finds it so well defended and guarded by his adversary, that he is obliged to have recourse to stratagem, that is, by laying his ball in a proper angle, and striking the ball against the end cushion, and bringing the ball back again into his adversary's fort.

25. If the striker forceth either of his adversary's balls into his own fort which hath not been taken, he makes him a prisoner of war, and wins six points.

26. If the striker forces either of his adversary's balls into his own fort which hath been taken, it is no prisoner of war, but the said striker wins two points.

27. If the striker forces either of his adversary's balls into his adversary's fort, he wins two points.

28. If the striker holes any of his adversary's balls, for each ball so holed he wins two points.

29. If the striker holes his own ball or balls, for each ball so holed he loses two points.

30. If the striker forceth his adversary's ball or balls over the table, or on a fort or cushion, for each ball he wins two points.

31. If the striker forces his own ball or balls over the table, &c. for each ball he loses two points.

32. If the striker forces his adversary's ball over the table, or on a fort or cushion, or into a hole, and regularly takes his adversary's fort by the same stroke, he wins six points. But if by the same stroke the striker's ball should go into

a fort which hath been taken, or is out of the angle, he loses two points.

33. If the striker holes his own or his adversary's ball, or forces them over the table, or on a fort or cushion, he loses two points.

34. If the striker forces his ball into any of his own or adversary's forts, which had been taken, or into any of his adversary's forts out of the angle, he loses two points.

35. When a ball is holed or forced over the table, or on, &c. such ball is to be placed on its proper spot; but if it happens that the spot should be occupied by another ball, in such case the ball is to be placed behind, so as not to touch the other ball.

36. Whoever takes a fort after it has been regularly taken, and the colours are down, loses two points.

37. When the adversary's ball is out of sight (that is, lying behind a fort so that it cannot be seen,) and the striker hath a fancy to strike the cushion first, and hit the said ball backwards, by giving warning, saying, *I do not see*, if he should hit the said ball, he wins two points; but if he should not hit the ball, he loses two points.

38. If, by the before-mentioned stroke, the striker should hit the ball, and hole his own ball, or force it over the table, or on a fort or cushion, or into either of his own forts, or into either of his adversary's forts, which hath been taken, or is out of the angle [See 21 and 22] he loses two points.

39. If either of the adversary's balls should lie before either of the striker's forts which hath not been taken, and (the said ball being out of sight) the striker hath a fancy to strike the cushion

first, and hit the said ball backwards, to make a prisoner of war of his adversary's ball, by saying, *I do not see*, if he hits the ball, he wins two points, and if he makes a prisoner of war of his adversary's ball, he wins six points more, and his adversary's ball must return to its proper spot again.

40. When the striker gives warning, saying, *I do not see*, his adversary, or the disinterested company, have a right to be judges thereof, or the marker, if any dispute should arise thereon.

41. If the striker holes, or, &c. either of his adversary's defending balls, it is at his adversary's option to place the said ball on either of the proper spots, if they are both vacant.

42. Whoever toucheth both balls with mace and cue, makes a foul stroke; therefore he cannot reckon any points made by the said stroke, if it is discovered by the opponent, and proved to be so by the disinterested company and the marker; but if it is not discovered, the marker is obliged to reckon all the points made by the stroke. But if the said stroke is proved to be foul, then it is at his enemy's option either to break the balls, or to make him return to his proper spot again.

43. If the striker makes a foul stroke, and holes his own ball, or forces it over the table, &c. he loses two points for each of his own balls so holed or forced over the table; and it is at his adversary's option to part the balls.

44. If the striker moves the ball, it must be put back to the proper place it was moved from.

45. Whoever blows on his enemy's or on his own ball when running, it is deemed foul. [See Article 42.]

46. If the striker, by blowing on his own ball,

should put it out of its proper course, especially when running near a hole, he loses two points; and it is deemed foul. [See Article 42.]

47. Whoever stops a ball with stick or otherwise after the stroke, it is deemed foul. [See Article 42.]

48. Whoever plays with both feet off the floor, without permission from his enemy, it is deemed foul. [See Article 42.]

49. Whoever plays upon a ball when running, it is deemed foul. [See Article 42.]

50. Whoever retains his adversary's cue or mace, when playing, loses two points; besides it is foul. [See Article 42.]

51. Whoever gets the first twenty points, each fort being regularly taken is four points, wins the game.

52. When four parties play a double match, he who plays before his turn loses two points.

N. B. The rest of the necessary rules and regulations are to be found in the rules, &c. of the White Winning Game.

ODDS AT BILLIARDS.

Equal Players.

| | | | | | | | | | | | | |
|----|------|----|----|----|----|----|----|----|----|----|----|---|
| 1 | Love | is | 5 | to | 4 | 4 | to | 3 | is | 7 | to | 5 |
| 2 | | .. | 3 | .. | 2 | 5 | .. | .. | 8 | .. | 5 | 5 |
| 3 | | .. | 7 | .. | 4 | 6 | .. | .. | 5 | .. | 2 | 2 |
| 4 | | .. | 2 | .. | 1 | 7 | .. | .. | 3 | .. | 1 | 1 |
| 5 | | .. | 5 | .. | 2 | 8 | .. | .. | 5 | .. | 1 | 1 |
| 6 | | .. | 4 | .. | 1 | 9 | .. | .. | 6 | .. | 1 | 1 |
| 7 | | .. | 9 | .. | 2 | 10 | .. | .. | 20 | .. | 1 | 1 |
| 8 | | .. | 10 | .. | 1 | 11 | .. | .. | 21 | .. | 1 | 1 |
| 9 | | .. | 11 | .. | 1 | | | | | | | |
| 10 | | .. | 36 | .. | 1 | 5 | to | 4 | is | 5 | to | 4 |
| 11 | | .. | 40 | .. | 1 | 6 | .. | .. | 7 | .. | 4 | 4 |
| 2 | to | 1 | is | 4 | .. | 3 | 7 | .. | .. | 2 | .. | 1 |
| 3 | .. | .. | 3 | .. | 2 | 8 | .. | .. | 4 | .. | 1 | 1 |
| 4 | .. | .. | 7 | .. | 4 | 9 | .. | .. | 9 | .. | 2 | 2 |
| 5 | .. | .. | 2 | .. | 1 | 10 | .. | .. | 21 | .. | 2 | 2 |
| 6 | .. | .. | 7 | .. | 2 | 11 | .. | .. | 12 | .. | 1 | 1 |
| 7 | .. | .. | 7 | .. | 1 | | | | | | | |
| 8 | .. | .. | 9 | .. | 1 | 6 | to | 5 | is | 3 | to | 2 |
| 9 | .. | .. | 10 | .. | 1 | 7 | .. | .. | 7 | .. | 4 | 4 |
| 10 | .. | .. | 32 | .. | 1 | 8 | .. | .. | 3 | .. | 1 | 1 |
| 11 | .. | .. | 36 | .. | 1 | 9 | .. | .. | 4 | .. | 1 | 1 |
| 3 | to | 2 | is | 5 | to | 4 | 10 | .. | .. | 9 | .. | 1 |
| 4 | .. | .. | 8 | .. | 5 | 11 | .. | .. | 21 | .. | 2 | 2 |
| 5 | .. | .. | 9 | .. | 5 | | | | | | | |
| 6 | .. | .. | 3 | .. | 1 | 7 | to | 6 | is | 4 | to | 3 |
| 7 | .. | .. | 7 | .. | 2 | 8 | .. | .. | 2 | .. | 1 | 1 |
| 8 | .. | .. | 6 | .. | 1 | 9 | .. | .. | 5 | .. | 2 | 2 |
| 9 | .. | .. | 7 | .. | 1 | 10 | .. | .. | 5 | .. | 1 | 1 |
| 10 | .. | .. | 21 | .. | 1 | 11 | .. | .. | 11 | .. | 2 | 2 |
| 11 | .. | .. | 22 | .. | 1 | | | | | | | |

| | | | | | | | | | | | | | |
|-------|----|----|----|------|----|----|--------------------------------------|----|---|------|---|----|---|
| 8 | to | 7 | is | 7 | to | 4 | 10 | to | 9 | is | 9 | to | 4 |
| 9 | .. | .. | 2 | | 1 | 11 | .. | .. | 5 | | 2 | | |
| 10 | .. | .. | 9 | | 2 | | | | | | | | |
| 11 | .. | .. | 5 | | 1 | | | | | | | | |
| <hr/> | | | | | | | | | | | | | |
| 9 | to | 8 | is | 5 | to | 4 | 11 to 10 or according to the stroke. | | | | | | |
| 10 | .. | .. | 11 | | 4 | | | | | | | | |
| 11 | .. | .. | 3 | | 1 | | | | | | | | |

When a Person who gives One Point to another, is,

| | | | | | | | | | | | |
|-------|------|----|----|------|---|-------|------|----|----|------|---|
| 1 | All | is | 5 | to | 4 | 3 | All | is | 5 | to | 4 |
| 2 | to 1 | .. | 3 | | 2 | 4 | to 3 | .. | 3 | | 2 |
| 3 | .. | .. | 7 | | 4 | 5 | .. | .. | 7 | | 4 |
| 4 | .. | .. | 2 | | 1 | 6 | .. | .. | 3 | | 1 |
| 5 | .. | .. | 5 | | 2 | 7 | .. | .. | 7 | | 2 |
| 6 | .. | .. | 4 | | 1 | 8 | .. | .. | 6 | | 1 |
| 7 | .. | .. | 9 | | 2 | 9 | .. | .. | 13 | | 2 |
| 8 | .. | .. | 10 | | 1 | 10 | .. | .. | 21 | | 1 |
| 9 | .. | .. | 11 | | 1 | 11 | .. | .. | 22 | | 1 |
| 10 | .. | .. | 36 | | 1 | <hr/> | | | | | |
| 11 | .. | .. | 40 | | 1 | 4 | All | is | 5 | to | 4 |
| <hr/> | | | | | | 5 | to 4 | .. | 7 | | 5 |
| | | | | | | 6 | .. | .. | 2 | | 2 |
| | | | | | | 7 | .. | .. | 11 | | 5 |
| | | | | | | 8 | .. | .. | 9 | | 2 |
| | | | | | | 9 | .. | .. | 5 | | 1 |
| | | | | | | 10 | .. | .. | 12 | | 1 |
| | | | | | | 11 | .. | .. | 13 | | 1 |
| | | | | | | <hr/> | | | | | |
| 2 | All | is | 5 | to | 4 | 5 | All | is | 5 | to | 4 |
| 3 | to 2 | .. | 3 | | 2 | 6 | to 5 | .. | 8 | | 5 |
| 4 | .. | .. | 7 | | 4 | 7 | .. | .. | 9 | | 5 |
| 5 | .. | .. | 2 | | 1 | 8 | .. | .. | 4 | | 1 |
| 6 | .. | .. | 7 | | 2 | 9 | .. | .. | 9 | | 2 |
| 7 | .. | .. | 4 | | 1 | 10 | .. | .. | 10 | | 1 |
| 8 | .. | .. | 9 | | 1 | 11 | .. | .. | 11 | | 1 |
| 9 | .. | .. | 10 | | 1 | <hr/> | | | | | |
| 10 | .. | .. | 25 | | 1 | | | | | | |
| 11 | .. | .. | 26 | | 1 | | | | | | |

BILLIARDS.

409

| | | | | | | | | | | | | | |
|----|-----|----|----|------|------|---------------------------|-----|----|----|------|------|------|---|
| 6 | All | is | 6 | to | 5 | 8 | All | is | 7 | to | 6 | | |
| 7 | to | 6 | .. | 7 | | 5 | 9 | to | 8 | .. | 4 | | 3 |
| 8 | .. | .. | 5 | | 2 | 10 | .. | .. | 3 | | 1 | | |
| 9 | .. | .. | 11 | | 4 | 11 | .. | .. | 7 | | 2 | | |
| 10 | .. | .. | 11 | | 2 | | | | | | | | |
| 11 | .. | .. | 6 | | 1 | 9 | All | .. | 7 | to | 6 | | |
| | | | | | | 10 | to | 8 | .. | 5 | | 2 | |
| 7 | All | is | 6 | to | 5 | 11 | .. | .. | 11 | | 4 | | |
| 8 | to | 7 | .. | 9 | | 5 | | | | | | | |
| 9 | .. | .. | 9 | | 4 | 10 | All | is | 8 | to | 7 | | |
| 10 | .. | .. | 5 | | 1 | 11 or 10; or according to | | | | | | | |
| 11 | .. | .. | 11 | | 2 | the stroke. | | | | | | | |

When a Person who gives Two Points to another, is,

| | | | | | | | | | | | | |
|-------|-----|----|----|------|------|----|----|-----|----|------|------|---|
| 1 | to | 2 | is | 5 | to | 4 | 3 | All | is | 3 | to | 2 |
| 2 | All | .. | 3 | | 2 | 4 | to | 3 | .. | 7 | | 4 |
| 3 | to | 2 | .. | 7 | | 4 | 5 | .. | .. | 2 | | 1 |
| 4 | .. | .. | 2 | | 1 | 6 | .. | .. | 7 | | 2 | |
| 5 | .. | .. | 5 | | 2 | 7 | .. | .. | 4 | | 1 | |
| 6 | .. | .. | 4 | | 1 | 8 | .. | .. | 9 | | 1 | |
| 7 | .. | .. | 9 | | 2 | 9 | .. | .. | 10 | | 1 | |
| 8 | .. | .. | 10 | | 1 | 10 | .. | .. | 26 | | 1 | |
| 9 | .. | .. | 11 | | 1 | 11 | .. | .. | 27 | | 1 | |
| 10 | .. | .. | 31 | | 1 | | | | | | | |
| 11 | .. | .. | 32 | | 1 | | | | | | | |
| <hr/> | | | | | | | | | | | | |
| 3 | to | 2 | is | 7 | to | 4 | 4 | All | is | 7 | | 5 |
| 4 | .. | .. | 2 | | 1 | 5 | to | 4 | .. | 8 | | 5 |
| 5 | .. | .. | 5 | | 2 | 6 | .. | .. | 5 | | 2 | |
| 6 | .. | .. | 4 | | 1 | 7 | .. | .. | 11 | | 4 | |
| 7 | .. | .. | 9 | | 2 | 8 | .. | .. | 5 | | 1 | |
| 8 | .. | .. | 10 | | 1 | 9 | .. | .. | 11 | | 2 | |
| 9 | .. | .. | 21 | | 1 | 10 | .. | .. | 20 | | 1 | |
| 10 | .. | .. | 30 | | 1 | 11 | .. | .. | 21 | | 1 | |
| 11 | .. | .. | 31 | | 1 | | | | | | | |

| | | | | | | | | | | | |
|----|------|----|----|------|---|---------------------------------------|------|----|----|------|---|
| 5 | All | is | 7 | to | 5 | 8 | All | is | 5 | to | 4 |
| 6 | to 5 | .. | 7 | | 4 | 9 | to 8 | .. | 7 | | 5 |
| 7 | .. | .. | 2 | | 1 | 10 | .. | .. | 3 | | 1 |
| 8 | .. | .. | 9 | | 2 | 11 | .. | .. | 7 | | 2 |
| 9 | .. | .. | 5 | | 1 | | | | | | |
| 10 | .. | .. | 15 | | 1 | | | | | | |
| 11 | .. | .. | 16 | | 1 | 9 | All | is | 5 | to | 4 |
| | | | | | | 10 | to 9 | .. | 11 | | 4 |
| 6 | All | is | 4 | to | 3 | 11 | .. | .. | 3 | | 1 |
| 7 | to 6 | .. | 3 | | 2 | | | | | | |
| 8 | .. | .. | 5 | | 2 | | | | | | |
| 9 | .. | .. | 3 | | 1 | | | | | | |
| 10 | .. | .. | 11 | | 2 | 10 | All | is | 6 | to | 5 |
| 11 | .. | .. | 6 | | 1 | 11 to 10; or according to the stroke. | | | | | |
| | | | | | | | | | | | |
| 7 | All | is | 4 | to | 3 | | | | | | |
| 8 | to 7 | .. | 2 | | 1 | | | | | | |
| 9 | .. | .. | 5 | | 2 | | | | | | |
| 10 | .. | .. | 5 | | 1 | | | | | | |
| 11 | .. | .. | 11 | | 2 | | | | | | |

11 to 10; or according to the stroke.

When a Person who gives Three Points to another, is,

| | | | | | | | | | | | |
|----|------|----|----|------|---|-----|------|----|------|------|---|
| 1 | to 3 | is | 5 | to 4 | 4 | All | is | 8 | to 5 | | |
| 2 | .. | .. | 3 | | 2 | 5 | to 4 | .. | 9 | | 5 |
| 3 | All | .. | 7 | | 4 | 6 | .. | .. | 3 | | 1 |
| 4 | to 3 | .. | 2 | | 1 | 7 | .. | .. | 7 | | 2 |
| 5 | .. | .. | 5 | | 2 | 8 | .. | .. | 7 | | 1 |
| 6 | .. | .. | 4 | | 1 | 9 | .. | .. | 8 | | 1 |
| 7 | .. | .. | 9 | | 2 | 10 | .. | .. | 20 | | 1 |
| 8 | .. | .. | 10 | | 1 | 11 | .. | .. | 21 | | 1 |
| 9 | .. | .. | 11 | | 1 | | | | | | |
| 10 | .. | .. | 21 | | 1 | | | | | | |
| 11 | .. | .. | 22 | | 1 | | | | | | |

BILLIARDS.

411

| | | | | | | | | | | | |
|----|------|----|----|------|---|----|------------------------|----|---|------|---|
| 5 | All | is | 8 | to | 5 | 8 | All | is | 4 | to | 3 |
| 6 | to 5 | .. | 5 | | 2 | 9 | to 3 | .. | 3 | | 2 |
| 7 | .. | .. | 3 | | 1 | 10 | .. | .. | 7 | | 2 |
| 8 | .. | .. | 6 | | 1 | 11 | .. | .. | 4 | | 1 |
| 9 | .. | .. | 13 | | 2 | | | | | | |
| 10 | .. | .. | 19 | | 1 | | | | | | |
| 11 | .. | .. | 20 | | 1 | | | | | | |
| 6 | All | is | 3 | to | 2 | 9 | All | is | 4 | to | 3 |
| 7 | to 6 | .. | 7 | | 4 | 10 | to 9 | .. | 3 | | 1 |
| 8 | .. | .. | 7 | | 2 | 11 | .. | .. | 7 | | 2 |
| 9 | .. | .. | 4 | | 1 | | | | | | |
| 10 | .. | .. | 6 | | 1 | 10 | All | is | 5 | to | 4 |
| 11 | .. | .. | 13 | | 2 | 11 | to 10; or according to | | | | |
| | | | | | | | the stroke. | | | | |
| 7 | All | is | 3 | to | 2 | | | | | | |
| 8 | to 7 | .. | 5 | | 2 | | | | | | |
| 9 | .. | .. | 3 | | 1 | | | | | | |
| 10 | .. | .. | 11 | | 2 | | | | | | |
| 11 | .. | .. | 6 | | 1 | | | | | | |

When a Person who gives Four Points to another, is,

| | | | | | | | | | | | |
|----|------|----|----|------|---|----|------|----|----|------|---|
| 1 | to 4 | is | 5 | to | 4 | 5 | All | is | 7 | to | 1 |
| 2 | .. | .. | 3 | | 2 | 6 | to 5 | .. | 2 | | 2 |
| 3 | .. | .. | 7 | | 4 | 7 | .. | .. | 4 | | 1 |
| 4 | .. | .. | 2 | | 1 | 8 | .. | .. | 7 | | 1 |
| 5 | .. | .. | 5 | | 2 | 9 | .. | .. | 8 | | 1 |
| 6 | .. | .. | 4 | | 1 | 10 | .. | .. | 24 | | 1 |
| 7 | .. | .. | 9 | | 2 | 11 | .. | .. | 25 | | 1 |
| 8 | .. | .. | 8 | | 1 | | | | | | |
| 9 | .. | .. | 9 | | 1 | 6 | All | is | 7 | to | 4 |
| 10 | .. | .. | 26 | | 1 | 7 | to 6 | .. | 2 | | 1 |
| 11 | .. | .. | 27 | | 1 | 8 | .. | .. | 5 | | 1 |
| | | | | | | 9 | .. | .. | 11 | | 2 |
| | | | | | | 10 | .. | .. | 15 | | 1 |
| | | | | | | 11 | .. | .. | 16 | | 1 |

| | | | | | | | | | | | | | |
|-------|-----|----|----|------|------|----|-----|----|----|------|----|-----------|---------|
| 7 | All | is | 7 | to | 4 | 9 | All | is | 8 | to | 5 | | |
| 8 | to | 7 | .. | 4 | | 1 | 10 | to | 9 | .. | 7 | | 2 |
| 9 | .. | .. | 9 | | 2 | 11 | .. | .. | 4 | | 1 | | |
| 10 | .. | .. | 13 | | 1 | | | | | | | | |
| 11 | .. | .. | 14 | | 1 | | | | | | | | |
| <hr/> | | | | | | | | | | | | | |
| 8 | All | is | 8 | to | 5 | 10 | All | is | 3 | to | 2 | | |
| 9 | to | 8 | .. | 9 | | 5 | 11 | to | 10 | ; | or | according | to |
| 10 | .. | .. | 4 | | 1 | | | | | | | the | stroke. |
| 11 | .. | .. | 9 | | 2 | | | | | | | | |

When a Person who gives Five Points to another, is,

| | | | | | | | | | | | | | |
|-------|-----|----|----|------|------|----|-----|-----|----|------|-----------|------|---------|
| 1 | to | 5 | is | 5 | to | 4 | 7 | All | is | 5 | to | 2 | |
| 2 | .. | .. | 3 | | 2 | 8 | to | 7 | .. | 4 | | 1 | |
| 3 | .. | .. | 7 | | 4 | 9 | .. | .. | 11 | | 4 | | |
| 4 | .. | .. | 2 | | 1 | 10 | .. | .. | 13 | | 1 | | |
| 5 | .. | .. | 5 | | 2 | 11 | .. | .. | 14 | | 1 | | |
| 6 | .. | .. | 4 | | 1 | | | | | | | | |
| 7 | .. | .. | 9 | | 2 | 8 | All | is | 2 | to | 4 | | |
| 8 | .. | .. | 8 | | 1 | 9 | to | 8 | .. | 5 | | 2 | |
| 9 | .. | .. | 9 | | 1 | 10 | .. | .. | 11 | | 4 | | |
| 10 | .. | .. | 24 | | 1 | 11 | .. | .. | 6 | | 1 | | |
| 11 | .. | .. | 25 | | 1 | | | | | | | | |
| <hr/> | | | | | | | | | | | | | |
| 6 | All | is | 5 | to | 2 | 9 | All | is | 2 | to | 1 | | |
| 7 | to | 6 | .. | 3 | | 1 | 10 | to | 9 | .. | 4 | | 1 |
| 8 | .. | .. | 11 | | 1 | 11 | .. | .. | 11 | | 2 | | |
| 9 | .. | .. | 6 | | 1 | | | | | | | | |
| 10 | .. | .. | 14 | | 1 | 10 | All | is | 8 | to | 5 | | |
| 11 | .. | .. | 15 | | 1 | 11 | to | 10 | ; | or | according | | |
| | | | | | | | | | | | | the | stroke. |

When a Person who gives Six Points to another, is,

| | | | | | | | | | | | |
|----|------|----|----|------|---|----------------|-----------|-----------|----|------|---|
| 6 | All | is | 3 | to | 1 | 8 | All | is | 5 | to | 2 |
| 7 | to 6 | .. | 7 | | 2 | 9 | to 8 | .. | 11 | | 4 |
| 8 | .. | .. | 6 | | 1 | 10 | .. | .. | 6 | | 1 |
| 9 | .. | .. | 7 | | 1 | 11 | .. | .. | 7 | | 1 |
| 10 | .. | .. | 15 | | 1 | | | | | | |
| 11 | .. | .. | 16 | | 1 | 9 | All | is | 5 | to | 2 |
| | | | | | | 10 | to 9 | .. | 5 | | 1 |
| 7 | All | is | 3 | to | 1 | 11 | .. | .. | 6 | | 1 |
| 8 | to 7 | .. | 11 | | 2 | | | | | | |
| 9 | .. | .. | 6 | | 1 | 10 | All | is | 2 | to | 1 |
| 10 | .. | .. | 14 | | 1 | 11 | to 10; or | according | | | |
| 11 | .. | .. | 15 | | 1 | to the stroke. | | | | | |

When a Person who receives One Point from another, is,

| | | | | | |
|----|------|----|----|------|---|
| 2 | Love | is | 4 | to | 3 |
| 3 | | .. | 3 | | 2 |
| 4 | | .. | 7 | | 4 |
| 5 | | .. | 2 | | 1 |
| 6 | | .. | 7 | | 2 |
| 7 | | .. | 4 | | 1 |
| 8 | | .. | 9 | | 1 |
| 9 | | .. | 10 | | 1 |
| 10 | | .. | 35 | | 1 |
| 11 | | .. | 36 | | 1 |

When a Person who receives Two Points from another, is,

| | | | | | |
|----|------|----|----|------|---|
| 3 | Love | is | 5 | to | 4 |
| 4 | | .. | 8 | | 5 |
| 5 | | .. | 9 | | 5 |
| 6 | | .. | 3 | | 1 |
| 7 | | .. | 7 | | 2 |
| 8 | | .. | 8 | | 1 |
| 9 | | .. | 9 | | 1 |
| 10 | | .. | 26 | | 1 |
| 11 | | .. | 27 | | 1 |

When a Person who receives Three Points from another, is,

| | | | | |
|--------|-------|----|-------|---|
| 4 Love | is | 7 | to | 5 |
| 5 | | 8 | | 5 |
| 6 | | 11 | | 4 |
| 7 | | 3 | | 1 |
| 8 | | 7 | | 1 |
| 9 | | 8 | | 1 |
| 10 | | 25 | | 1 |
| 11 | | 26 | | 1 |

When a Person who receives Four Points from another, is,

| | | | | |
|--------|-------|----|-------|---|
| 5 Love | is | 7 | to | 5 |
| 6 | | 2 | | 1 |
| 7 | | 5 | | 2 |
| 8 | | 6 | | 1 |
| 9 | | 7 | | 1 |
| 10 | | 15 | | 1 |
| 11 | | 16 | | 1 |

When a Person who receives Five Points from another, is,

| | | | | |
|--------|-------|----|-------|---|
| 6 Love | is | 7 | to | 4 |
| 7 | | 2 | | 1 |
| 8 | | 5 | | 1 |
| 9 | | 6 | | 1 |
| 10 | | 14 | | 1 |
| 11 | | 15 | | 1 |

When a Person who receives Six Points from another, is,

| | | | | |
|--------|-------|----|-------|---|
| 7 Love | is | 3 | to | 2 |
| 8 | | 4 | | 1 |
| 9 | | 5 | | 1 |
| 10 | | 11 | | 1 |
| 11 | | 12 | | 1 |

When a Person who receives Two Points from another, is,

| | | | | | | |
|----|------|----|----|----|------|---|
| 4 | to | 2 | is | 6 | to | 5 |
| 5 | | .. | | 4 | | 3 |
| 6 | | .. | | 5 | | 2 |
| 7 | | .. | | 3 | | 1 |
| 8 | | .. | | 5 | | 1 |
| 9 | | .. | | 11 | | 2 |
| 10 | | .. | | 18 | | 1 |
| 11 | | .. | | 19 | | 1 |

When a Person who receives Two Points from another, is,

| | | | | | | |
|----|------|----|----|----|------|---|
| 6 | to | 4 | is | 4 | to | 3 |
| 7 | | .. | | 3 | | 2 |
| 8 | | .. | | 3 | | 1 |
| 9 | | .. | | 7 | | 2 |
| 10 | | .. | | 9 | | 1 |
| 11 | | .. | | 10 | | 1 |

When a Person who receives Two Points from another, is,

| | | | | | | |
|----|------|----|----|---|------|---|
| 8 | to | 6 | .. | 3 | to | 2 |
| 9 | | .. | | 7 | | 4 |
| 10 | | .. | | 4 | | 1 |
| 11 | | .. | | 9 | | 2 |

When a Person who receives Two Points from another, is,

| | | | | | | |
|----|------|----|----|---|------|---|
| 10 | to | 8 | is | 3 | to | 1 |
| 11 | | .. | | 5 | | 2 |

When a Person who receives Four Points from another, is,

| | | | | |
|----|------|----|----|--------|
| 7 | to | 4 | is | equal. |
| 8 | | .. | 2 | to 1 |
| 9 | | .. | 5 | 2 |
| 10 | | .. | 7 | 1 |
| 11 | | .. | 8 | 1 |

When a Person who receives Four Points from another, is,

| | | | | |
|----|------|----|----|--------|
| 8 | to | 6 | is | equal. |
| 9 | | .. | 5 | to 4 |
| 10 | | .. | 3 | 1 |
| 11 | | .. | 7 | 2 |

When a Person who receives Four Points from another, is,

| | | | | | | |
|----|------|----|----|---|------|---|
| 10 | to | 3 | is | 3 | to | 2 |
| 11 | | .. | | 7 | | 4 |

When a Person who receives Four Points from another, is,

| | | | | | | |
|----|------|----|----|---|------|---|
| 10 | to | 9 | is | 5 | to | 4 |
| 11 | | .. | | 3 | | 2 |

When a Person who receives Six Points from another, is,

| | | | | | | |
|----|------|----|----|---|------|---|
| 10 | to | 7 | is | 7 | to | 4 |
| 11 | | .. | | 2 | | 1 |

When a Person who receives Six Points from another, is,

| | | | | | | |
|----|----|---|----|---|----|---|
| 11 | to | 3 | is | 4 | to | 3 |
|----|----|---|----|---|----|---|

MR. GARD'S ODDS AT BILLIARDS, 12 BEING THE GAME.

- 2 love are 13 to 8.
 4 love are $5\frac{6}{5}$ to 1 : near 3 to 1.
 6 love are $5\frac{3}{4}$ to 1 : near 6 to 1.
 8 love are 15 to 1.
 10 love are 63 to 1.
 4 and 2 are 7 to 4.
 6 and 2 are $3\frac{1}{2}$ to 1 ; or 10 to 3.
 8 and 2 are $8\frac{1}{7}$ to 1 : a little better than 8 to 1.
 10 and 2 are 31 to 1.
 6 and 4 are 21 to 11 : near 2 to 1.
 8 and 4 are 13 to 3.
 10 and 4 are 15 to 1.
 8 and 6 are 11 to 5.
 10 and 6 are 7 to 1.
 10 and 8 are 3 to 1.

Odds supposing A to receive 2 from B.

- A 4 and B love are 11 to 6.
 A 6 and B love are $3\frac{1}{2}$ to 1 ; or 15 to 4.
 A 8 and B love are $9\frac{1}{3}$ to 1.
 A 10 and B love are 36 to 1 : very near 37 to 1.
 A 4 and B 2 are 11 to 10.
 A 6 and B 2 are 9 to 4.
 A 8 and B 2 are $5\frac{1}{4}$ to 1 ; or 21 to 4.
 A 10 and B 2 are $19\frac{2}{3}$ to 1.
 A 6 and B 4 are 5 to 4.
 A 8 and B 4 are 3 to 1.
 A 10 and B 4 are $10\frac{1}{4}$ to 1.
 A 8 and B 6 are 8 to 5.
 A 10 and B 6 are $5\frac{1}{7}$ to 1 : a little better than 5 to 1.
 A 10 and B 8 are 7 to 3.

The foregoing odds are all in favour of A.

Odds when the Game is in favour of B.

- A 2 and B 2 are 3 to 2.
- A 2 and B 4 are 8 to 3.
- A 2 and B 6 are $5\frac{1}{2}$ to 1; or 21 to 4.
- A 2 and B 8 are $12\frac{3}{4}$ to 1.
- A 2 and B 10 are 50 to 1.
- A 4 and B 4 are 7 to 5.
- A 4 and B 6 are 11 to 4.
- A 4 and B 8 are $6\frac{1}{3}$ to 1; or 19 to 3.
- A 4 and B 10 are 22 to 1.
- A 6 and B 6 are 7 to 5.
- A 6 and B 8 are 3 to 1.
- A 6 and B 10 are $9\frac{1}{2}$ to 1.
- A 8 and B 8 are 4 to 3.
- A 8 and B 10 are $3\frac{4}{5}$ to 1; or 19 to 5.
- A 10 and B 10 are 6 to 5.

In the foregoing game I have taken no notice of the 1, leaving that to the judgment of the Better.

Odds supposing the Game to be Sixteen up.

- 2 love are 3 to 2.
- 4 love are 7 to 3.
- 6 love are $4\frac{1}{7}$ to 1; or 29 to 7.
- 8 love are $7\frac{4}{5}$ to 1; or 39 to 5.
- 10 love are $17\frac{1}{2}$ to 1.
- 12 love are 50 to 1.
- 14 love are 255 to 1.
- 4 and 2 are 3 to 2.
- 6 and 2 are 5 to 2.
- 8 and 2 are $4\frac{4}{5}$ to 1; or 24 to 5.
- 10 and 2 are $10\frac{1}{3}$ to 1.
- 12 and 2 are 27 to 1.
- 14 and 2 are 127 to 1.
- 6 and 4 are 13 to 8.

8 and 4 are 3 to 1.
 10 and 4 are 6 to 1.
 12 and 4 are 15 to 1.
 14 and 4 are 63 to 1.
 8 and 6 are 7 to 4.
 10 and 6 are $3\frac{1}{2}$ to 1.
 12 and 6 are $8\frac{1}{7}$ to 1.
 14 and 6 are 31 to 1.
 10 and 8 are 21 to 11.
 12 and 8 are 13 to 3.
 14 and 8 are 15 to 1.
 12 and 10 are 11 to 5.
 14 and 10 are 7 to 1.
 14 and 12 are 3 to 1.

If the foregoing calculation is applied to the red game, an allowance should be made in some stages of the game; especially the latter part, where the gain by a stroke may serve one side; and the extra quantity be of no use to the other.

The Odds of a Hazard when one Point is given, is according to the Stroke.

| | |
|------------------|--------|
| When 2 are given | 6 to 5 |
| 3 | 5 .. 4 |
| 4 | 3 .. 2 |
| 5 | 8 .. 5 |
| 6 | 2 .. 1 |

For the full odds that one person does not get any number of hazards following, see page 141.

THE GAME OF GOFF, OR GOLF.

THIS favourite summer amusement in Scotland is played with clubs and balls. The club is taper, terminating in the part that strikes the ball, which part is faced with horn, and loaded with lead. There are six sorts of clubs used by good players; namely, the *common club*, used when the ball lies on the ground; the *scraper*, and *half scraper*, when in long grass; the *spoon*, when in an hollow; the *heavy iron club*, when it lies deep among stones or mud; and the *light iron ditto*, when on the surface of chingle or sandy ground. The balls are considerably smaller than those used at cricket, but much harder; being made of horse leather, stuffed with feathers in a peculiar manner, and boiled.

The ground may be circular, triangular, or a semi-circle. The number of holes are not limited; always depending on what the length of the ground will admit. The general distance between one hole and another is about a quarter of a mile, which commences and terminates every game; and the party who gets their ball in by the fewest number of strokes are the victors.

Two, or as many more as choose, may play together; but what is called the good game never exceeds four; that number being allowed to afford best diversion, and not so liable to confusion as a greater number. The more rising or uneven the ground, the greater nicety or skill is required in the players; on which account that is always given the preference to by proficient.

Light balls are used when playing with the wind, and heavy ones against it. At the beginning of each game the ball is allowed to be ele-

vated to whatever height the player chooses, for the convenience of striking; but not afterwards. This is done by means of sand or clay, called a *Teeing*. The balls which are played off at the beginning of the game must not be changed until the next hole is won, even if they should happen to burst. When a ball happens to be lost, that hole is lost to the party; and if a ball should be accidentally stopped, the player is allowed to take his stroke again.

Suppose four are to play the game, A and B against C and D, each party having a ball, they proceed thus: A strikes off first—C next; but perhaps does not drive his ball above half the distance A did, on which account D, his partner, next strikes it, which is called *one more*, to get it as forward as that of their antagonists, or as much beyond it as possible; if this is done, then B strikes A's ball, which is called playing the *like*, or equal, of their opponents. But if C and D, by their ball being in an awkward situation, should not be able, by playing *one more*, to get it as forward as A's, they are to play in turn, *two*, *three*, or as many more, until that is accomplished, before B strikes his partner's ball: which he calls *one to two*, or *one to three*, or as many strokes as they required to get to the same distance as A did by his once playing. The ball is struck alternately, if the parties are equal, or nearly so.

THE GAME OF SKITTLES.

RULES.

1. **T**HE bowler must stand at the mark with one foot, and from thence deliver his bowl fairly out of his hand; which bowl should run upon the board, fixed for that purpose, before it arrives at the frame: for if the bowler does not cause his bowl to run along the board, (or touch it in some part) he loses the benefit of bowling.

2. If the bowler throws the bowl so as to cause it to run double, (as commonly called) and any one of the opposite party calls out, *A foul bowl*; if it has not reached the pins, the player must bowl again: but if it arrived at the frame before the opposite party called out *foul*, whatever numbers are bowled down must be scored.

3. If a bowl runs clearly through the frame and knocks down any number of pins, and is impeded in its return back again by one of the opposite party, one additional pin must then be allowed the person who bowled.

4. If the bowl passes through the frame, and in its return strikes a standing pin, and immediately after a rolling or live pin (as it is called) runs against the falling pin, that shall be deemed fair, because the live pin hits the other pin last.

5. If a live pin rolls against a standing pin, and the bowl comes on its return against the falling pin, before it is down, that is deemed an unfair pin, because the bowl struck it last.

6. If the bowl runs through the frame, and knocks at the head-board, although it may have bowled down many pins, none are allowed fair.

7. If the bowl runs through or on the outside of the frame, and knocks, and then runs round the other side of the frame, without crossing any part thereof, or touching any of the live pins, the bowler must stand to take his tip with one foot upon the spot where the bowl stopped. And in tipping from such place, he must not strike the ground with the bowl before it hits the pins; if it does, he loses all the pins he may strike down.

8. If in tipping, the bowl is caught or stopped by one of the opposite party, who in so doing stops or impedes a live pin, he loses one; because he prevented the tipper from receiving the benefit which might have arisen from a live or rolling pin.

9. If an opposite partner takes up the bowl in order to prevent it from running amongst the pins, and letting it slip out of his hand, it hits any of the pins, he loses one for so doing.

10. If a person in tipping gives a sweep round with his hand, and brings down any pin, by means of his hand or coat sleeve, that is deemed unfair; and he must lose one pin. The bowl is always to be clearly and fairly delivered from the hand, both in bowling and tipping.

11. Care should be taken in tipping not to jump into the frame immediately after, as in this case the player is not allowed any of the pins he tips.

12. If the player bowls and tips for a limited number, at the close of the game, and throws down more than are wanted, he must go for nine.

N. B. In the grounds where these rules are observed, a disinterested person is generally appointed to score the game, and in disputes, (if the case varies from any of those herein stated) his decision should be final.

INSTRUCTIONS.

BOWLING.

THE art of bowling well must be acquired in a great measure through practice, yet a little instruction will be found useful, and a proper attention will soon enable a learner to become a good player.

Let the player hold the bowl in his right hand, with the bias-side from him, with his left foot advanced before the right, which must be at the mark, his body bending towards the frame, but in an easy position: then, with an equal motion, throw the bowl along the board with sufficient strength to reach the frame; the left hand side of the first pin he should endeavour to hit with the bowl, in accomplishing which he will be tolerably certain of bringing four or five every time the first pin is hit in that manner.

He must take care not to aim at the first pin in a straight direction, but cause the bowl to form a curved line; by which it will lose something of its force, and strike the pins with greater certainty of success.

TIPPING.

When the learner is going to tip, he should hold the smaller circumference or opposite side of the bias in the palm of his hand, grasping it very strong with his fingers; as few can be tipped when the bowl is loosely held; he must place his left foot, quite clear of the frame, between the first and ninth pin; and his right foot behind him, in an easy position, and in such direction that he may with ease hit his pins in the manner following.

He must strike his first or second pin in the middle or largest part, and with the same motion and instant of time deliver his bowl at the fourth or bowl-pin. Striking them in this manner generally has the following effect: hitting the first pin not quite full, forces it against the middle or fifth pin, from thence to the seventh, and will frequently rebound to the eighth without any roll. The second pin, if struck well, will knock down the third; and the fourth, or bowl-pin, will strike the sixth; and, if the pins are good, the ninth is often brought down by some of the rolling ones.

When the learner is to tip for four upon game, he should choose the pins No. 8, 7, 6, and 4; placing his left foot by the side of the frame, with his toe nearly in a line with the bottom of the seventh pin, and right foot behind him; he must strike the three side pins at one motion, at the same time throwing the bowl at the pin No. 4.

To tip for five: let him place his left foot a little to the left of the pin No. 9, and his other foot behind. He should strike the ninth pin to hit the seventh, the fifth to the fourth, and the bowl must knock down the sixth.

When six only are wanted, which number is generally thought the most difficult, place the left foot in a line with the opposite angle of the frame, and the other foot behind at a good distance; strike the eighth pin full in the middle, which will hit the seventh and sixth, and with the same motion hit the middle pin against the third, and the bowl should hit the fourth; by which means the player will lay the six fairly down, and, if not struck hard, without danger of rolling, especially if they are tipped down hill; to do which, he must make the sixth his first pin.

The just proportion of a skittle is 15 inches round in the largest part, and 12 inches high. The bowl should be 18 inches in circumference, and each angle of the frame for the pins 3 feet 4 inches.

In Mr. A. Jones's Treatise on the Art of Playing at Skittles, are several variations of this game, illustrated by cuts.

DUTCH PINS.

RULES.

1. **W**HEN two or four persons play, the game is 24 in number, but 41 if six play.

2. The party getting two games out of three wins the rubber.

3. All nine bowled down from the mark is game.

4. The king pin thrown down from the mark counts for 9, but when tipt is reckon'd as 1 only.

5. The mark should be thrown up to determine which party shall go in first, and have the choice of bowls; the loser may place the mark where he pleases, but at such a distance that the first pin cannot be reach'd from the same by at least a good step.

6. The bowler must touch the mark with one foot in any way that may best suit him, and not move therefrom: the other foot is to be placed behind: the bowl must be held in that hand on the same side, either right or left, as the foot at the mark: the player is next to take one step and deliver the bowl from his hand, before the

foot raised from the mark in the act of throwing, shall come again to the ground; otherwise 'tis foul play, and if so called by the antagonist previous to any pin falling down, the bowler must try again, but if not called in time, then the Go holds good.

7. When all nine are not bowled down, the bowl, if rolling out of the frame, is to take its course, and be tipt from the resting place, with the same exactness as in bowling, except when the king-pin can be reached by a step without otherwise moving from the spot where the bowl stopped; then the player is entitled to tip in the frame.

8. Next the other party plays, and unless when all nine are bowled down, if the bowl should be pursuing the same course as the first, any player in the rubber may take up that first bowl for the other to pass freely, but must replace the same exactly.

9. The first goer then tips, next the second player, and so on till the game is brought; they bowl and tip alternately, the pins being regularly replaced after each.

10. The bowls are to be exchanged every game.

11. If a bowl is stopped by any one except the opposite party, it should be given its direction by the person stopping it, but if stopped by an adversary then it is to remain.

12. Every pin thrown down before the bowl quits the frame is fair, as also are all which fall by the rolling of others.

13. Whenever the game is overbrought, either by bowling or tipping, the party so obtaining more than the requisite quantity is to be put back nine from the number of the game.

14. When the bowl happens to be delivered

behind the player, he must try again, but if it is thrown or goes forward without knocking down a pin, then the player forfeits the tip also.

15. In playing four or six, each person should give something to be hustled together and thrown up to any certain mark, the two or three nighest to which mark are to be partners.

16. In partnership the players who win one game begin the next, and it often happens to those who know the ground, that at their favourite marks the two first goers shall gain the rubber.

17. A pin, though moved from the plate either in bowling or tipping, but keeping upright on or off the frame is to be accounted a standing pin.

18. One, two or three only, are no tip in the frame; but if out they are reckoned.

THE GAME OF E O.

AN E O table is circular in form, but of no exact dimensions, tho' in general about four feet diameter. The extreme circumference is a kind of counter, or *depôt*, for the stakes, marked all around with the letters E and O; on which each adventurer places money according to his inclination. The interior part of the table consists, first, of a kind of gallery, or rolling-place, for the ball, which, with the outward parts, above, called *depôt* or counter, is stationary or fixed. The most interior part moves upon an axis, or pivot, and is turned about with handles, whilst the ball is set in motion round the gal-

lery. This part is generally divided into 40 niches or interstices, 20 of which are marked with the letter E, and the other twenty with the letter O. The lodging of the ball in any of the niches, distinguished by those letters, determines the wager. The proprietors of the tables have two bar holes, and are obliged to take all bets offered, either for E or O; but if the ball falls into either of the bar holes, they win all the bets upon the opposite letter, and do not pay to that in which it falls; an advantage in the proportion of 2 to 40, or five per cent. in their favour.

TREATISE

ON

GAME COCKS.

DIRECTIONS FOR BREEDING AND MANAGING GAME- COCKS.

CHOOOSE the breeding cock from a strain which has generally, if not always, won the odd battle when equally matched; be also thoroughly convinced that he is perfectly sound, by attending to his manner of feeding, where if he eats corn enough to make his crop very hard, and digests the same speedily, that is as sure a sign his constitution is good, as that it is rotten when he eats but little, and has a bad digestion; for

greater certainty, try also by running him down in a field, and sparring with another cock, at either of which, if unsound, he will turn black in the face; prove the hens too in a similar manner, and be assured there has not been the least taint in their race for many generations past. The cock, in respect to exterior qualifications, should possess a thin long head, or very taper, if short; large full eyes, stout crooked beak, thick long neck, short compact body, with a round breast, firm stout thighs, placed well up to the shoulders, long strong legs, and if they correspond in colour with the beak, that is esteemed a perfection; broad thin feet, and very long claws; an upright easy carriage and stately walk, with wings not lying close on his back, but in some measure extended. N. B. A long necked cock has a great advantage in battle, particularly when his antagonist strikes at the head; one with a sharp breast carries much useless weight about him, besides never having a fine forehand; and a cock whose thighs are placed rather behind cannot maintain a long battle. There are good cocks of all colours, but the feathers should be thin, short, and hard, which are also a sign of health, as the contrary is of a bad constitution. A cock possessed of all the aforementioned qualifications, in condition to fight, ought not to weigh more than 4lb. 10oz.; for when above that weight, and the hens of a good size, their progeny, if well walked, will be too large to fight within the articles, and if the cock is much less in weight than 4lb. 8oz. the chickens will not have the due share of bone requisite to contend with well-bred cocks. The hens should correspond to the cock in feather, make, and shape, with bodies roomy behind, for the production of large eggs.

The breeding walk should be where there are out-buildings for shelter in bad weather, on a dry soil, if gravelly so much the better, at a distance from any house where fowls are kept, lest the hens should be trod by other cocks, and not near a wood or coppice, for fear of vermin that might destroy the chickens, or of a fox carrying off the cock or hens. If possible get a situation where there is a constant stream of clear water running off by the house, but if necessary to pump or draw it for the birds, let the same be changed very often, or they won't long be healthy. Farm houses, where other fowls are kept, or hogs, geese, or ducks dirty all the water about the spot, are not eligible situations to breed game cocks. Let the roosting place be of good size, dry, and free from offensive smells. Take care that the perches are round, and not fixed higher than the birds can ascend, or descend from with ease, nor too thick for them to gripe easily, else their feet will swell.

In the beginning of February, at ~~w~~onset, put the cock and not more than 3 or 4 hens together; let them, if possible, be sisters, for greater certainty in breeding; observe how they agree, and should the cock take a dislike to any hen, remove her away directly. Before the hens begin to lay, provide distinct and separate nests for them, else they will frequently drop their eggs in improper places, and sometimes quarrel, after which they perhaps will never run peaceably together again, but fight, occasionally, till they entirely spoil one another. The first egg being generally smaller than the rest, mark and leave it in the nest; take out all the others the same day as laid, write on and put them into a box with bran, and be careful that they are neither

thrown about nor changed. When the hens begin to grow broody, which may easily be known by their countenances turning white and their combs shrivelling, they at that time are not in perfect health, therefore do not save any more eggs, but leave them in the nests to entice the hens to sit sooner, for which purpose use the eggs already laid by, as most likely to produce good chickens; but if two flocks are wanted from each hen, then set their first eggs under other hens, healthy dung-hill ones in preference; choose a situation where the others cannot get at them, otherwise they will quarrel, and, perhaps, occasion the eggs to be broke. Have plenty of food and water always near the sitting hens, and if they are in a place that is floored, lay a quantity of gravel on it. Confine, till their heat is gone off, in separate dry coops, close to where the other game birds feed, those hens which have been hindered from sitting, otherwise in each case they would be apt to fight, and perhaps get disfigured, which might probably prevent them from laying any more that season. When they begin to lay their second clutch, proceed as before, only set them on their own eggs, and by no means force them to lay a third set, as that would weaken them too much, and, besides, the chickens be of little value if hatched later than May; those hatched before the end of March are often cramped by cold, and such as are later than the beginning of June never run cocks so high upon leg, light fleshed, or large boned. Make the nests for the sitting hens of clean straw rubbed soft, in large earthen pans raised 18 inches from the ground, to guard against vermin, and don't put above 12 eggs under each hen. Some of the eggs may, perhaps, begin

hatching on the 19th day; attend to that, and as the hen will be inclined to quit the nest as soon as two or three chickens are out of the shell, let them be taken away, wrapped in some wool in a basket covered with flannel, and placed in a warm situation where their mother can't hear them, feeding them with hard boiled egg chopped small, but restoring them to her at night. When the weather proves dry, and the sun shines, the chickens may be put out of doors the day after they are hatched, confining the hens under crates or in coops to prevent them from rambling, which will cause them to hover their flocks oftener than if at liberty; but when the weather is cold, or the ground wet, keep them in a room, confining the hens in the same manner, taking, in every case, especial care that there is space enough for the chickens to get to their mother without squeezing, which would make them grow long bodied, and will be the effect if they often go between close garden rails. Should four hens hatch within about the space of as many days, take the chickens from one, and divide them among the others, in an evening after they have been some time at roost, removing to another walk the hen deprived of her chickens. Should the hens not have above eight a piece on the average, they may all be put under two, who will nurse the chickens as their own, and they by that means will have fewer enemies.

Feed the chickens for the first fortnight with bread and egg mixed, besides grits, and when kept in a room, or where they can't get at insects, procure them some raw bones of beef or mutton to pick. Give them very often fresh water in shallow vessels, and take care it don't get warm. When a fortnight old, feed them on barley, set-

ting the hens at liberty; and where there is not a running stream, place their drink in the shade; guard against all foul water, and particularly soap suds, which may occasion the roop, a fatal disease that seldom can be thoroughly cured. Feed the chickens in the morning, soon as let out, again at noon, and also about an hour before they go to roost; giving them, each time, as much as they can well eat, but not so as to leave any food, which would prevent them from taking necessary exercise, and be nearly as detrimental as keeping them too long without victuals. Where the soil is not gravelly, have a load or two laid like a bank, and scatter the corn thereon upon both sides, which may prevent quarrelling between the different flocks. Do not have a hole for the chickens to go in and out as they like, but let the door of the roosting-place stand open all the day, and lock the same at night; also count the chickens at least every morning.

When the breeding-hens have all hatched, or are near it, remove the cock to another walk, lest he should grow morose and beat the chickens; besides, by sending him away the hens will take care of their young much longer. Soon as the pullets can be distinguished from the cocks, destroy all the former, except such as are intended to breed from, as they will never be worth the expense of keeping for the table: by pursuing this method the cocks will thrive the better, and other sportsmen, perhaps, be prevented from obtaining the same breed. Let the roosting perches for the chickens be of a size they can easily gripe; made round, and covered with woollen cloth, to prevent them from growing either duck-footed or crooked breasted, which would be

detrimental in their battles. Take down the high perches on which the hens used to roost; fix the others at first near the ground, moving them higher by degrees, but never much more than four feet, till the chickens are a quarter old, or they may get swelled feet: a defect of such consequence, that some feeders will object to them. Prevent the young cocks from fighting among themselves, or they may materially injure each other; become seam-eyed, or canker-mouthed; and should any of them have the skin of the head torn off, and thereby be rendered peel-pated, they may be objected to in a match as having an undue advantage over others with a fair hackle: in order to guard against these inconveniences, whenever they appear inclined to squabble, divide the majority into separate parties in different apartments, where keep them short of food; leaving some of the strongest on the ground; then taking the weaker of those so left, holding and buffeting him with a handkerchief while the stronger strikes, he will probably submit to a master; and, if that will not do, confine him for a few hours after the buffeting, &c. till cool; and then turning him out, he from being stiff and sore, while the other is fresh, will yield after a blow or two. When by this means the authority over each other is fully established, then put down the strongest from one of the parties shut up, who will submit directly to run under all those that are down: and when they are reconciled to him, turn down the strongest from another party, and so on till all are got down. When once settled, they will agree peaceably together, unless one of them gets disfigured; if that should happen, and they do not seem perfectly reconciled, remove him directly to avoid a

general quarrel. Do not permit the hens to stay with the chickens longer than while they retain their authority, but send them and the pullets to some walk, where there are no other hens of any breed, else they will quarrel with them; and should they get disfigured will afterwards fight among themselves: and if it is intended to breed from them the ensuing season, let them run without a cock. After removing the hens put the brood-cock along with the cock-chickens, whom he will keep in order, provided no hens come near them. Should any of the game hens crow, when by themselves, it is nothing but a sign of wantonness. Cut off the combs, spurs, &c. of such as are to be made fighting cocks, and procure them good walks, where they can have plenty of corn and clean water; but do not send them to farm-houses, or where they can get at other cocks.

In order to try the goodness of a brood, choose from those hatched early, some of the stags that are shortest upon leg; send them as cocks, having previously cut off the points of their heels; be very careful of communicating that circumstance; but by no means own they are all of a sort, or that there are any brothers; and, to prevent such discovery, mark the chickens different ways, and enter the particulars in a book: get them weighed into a match to fight in the main about March the year after they are hatched: pay great attention to their manner of fighting, and the character of the cocks they contend with; if they keep the battle upon an equal poize, and only seem beat by age, they probably will make excellent cocks: should the stags afterwards, when cocks, win the odd battle, then be very careful of the brood-cock, who by being kept

from the hens during the latter part of the season, may get good chickens for eight years. By putting young hens to the old cock, and a young cock to the old hens, they will breed good chickens at least four years: but till they have moulted twice never breed from stags or pullets with the old birds; and when the breed is good, do not be very anxious to cross it, but when it is crossed, match the colour as near as possible; and be not fond of breeding from any cock that merely happens to fight a good battle; neither be discontented with a breed because some are beat, nor change because a cock loses his second battle; as the odds are greatly against any one being victorious twice together, besides the chance of secret hurts received in the first engagement. After a cock has fought a hard battle he is usually neglected, will seldom be in condition to fight again that season, and frequently has received some blows he never can get the better of, which the keenest sportsman might not even be able to perceive; therefore never, after such an event, imagine a cock is in a proper state to fight, merely because he spars well at a Hurry with another in the pens; and by all means avoid ever again matching a cock that after a well-contested battle has moulted from a darker to a lighter colour. A cock that has fought several times may get good chickens, provided he has an elegant make and sound constitution; and some severe strikers shall gain a Welch-main, or win three or four seasons together in regular matches; but others, winning seven or eight battles in a season, can only have contended with chickens, cocks half-bred, ill-walked, or under weight; for if fresh cocks equal in goodness and weight, had been brought against them in only the second

battle, the winners of the first most probably would have been conquered. A Welch-main is when sixteen cocks, under a certain weight, fight for a prize; those that fall nearest to each other in the weight are matched, which makes eight battles; then the winners are matched to form four other battles; the four conquerors again two more battles; lastly, the victors one battle; so that one cock should be superior in four engagements.

Game Fowls are subject to the following diseases.

A white thin scale will often grow on the tip of the tongue, owing to which poultry in general cannot feed. It is very visible to the eye, proceeds from foul feeding, or want of water, and may easily be cured by pulling off the scales with the nail, and rubbing the bird's tongue with salt.

The pip is a boil or swelling on the rump, which will corrupt the whole body, and is known by the starting or turning back of the feathers. For the cure thereof pull away the feathers, and open the sore, so as to thrust away the core, then wash the place with water and salt, and afterwards bathing it with sweet oil, the cure is effected.

The roop is a disorder occasioned also by foul feeding; the symptoms of which are, a running at the nostrils with a fetid smell, and if not cured soon the bird will be rotten. The general method of cure is rue and butter: this commonly takes effect; but the more certain mode is dipping the cock's head in a smith's trough.

If the cocks or hens have the flux which is

caused by eating too much moist food, give them scalded pease-bran, but if they cannot mute, anoint their vents, and give them corn steeped in urine.

Lice is a common infirmity among fowls, proceeding from corrupt food, or for want of bathing in sand, ashes, or the like. This malady is cured by mixing pepper beaten to powder in warm water, and washing them therewith.

Besides the above, there are many disorders incident to birds of game. But as those are discovered only by the immediate observation of the sportsman, his judgment in such cases must be left to suggest a remedy.

To conclude, when a gentleman intends to fight a match, he first should visit all his walks, to examine what condition the cocks are in; next engage both a good feeder and good setter-to, not merely those who have had the luck to gain a match or two, but such whose cocks have fought well, during many matches; as a good feeder and a good setter-to shall frequently, with an indifferent string of cocks, beat a bad feeder and setter-to with another string every way superior.

Celebrated feeders possess peculiar and different qualifications in the way of their business: some are most noted for training cocks, which usually conquer in a short main of three days, while others train those that as generally are victorious in long matches of six days; others again shall be successful feeders for the warm and genial months, and some shall be fortunate only in winter.

Feeders usually keep secret their particular modes of dieting and preparing cocks for battle;

the following is one method:—After carefully examining whether the birds are sound and hard feathered, put them into separate pens, with moveable perches therein; always keep the pens very clean, and feed the cocks with crumb of stale bread cut into square bits, giving each a handful at sun-rise, noon, and sun-set, procuring them cold spring-water for drink; after feeding thus for four or five days, let the cocks spar some morning with one another in a room covered with straw, or on a grass plat, first guarding their heels with hots, or leather spurs; let them spar a considerable time, but do not suffer them to draw blood. When they pant, and appear weary, give to every one about the size of a walnut in quantity of white sugar-candy, chopped rosemary, and butter, mixed together; which will increase their strength, cleanse and render them long-winded: then immediately take deep straw baskets, or cocking-bags half filled with straw, put each bird into a separate basket, fill the same up to the top with straw, shut down the lids, and let the cocks sweat therein till evening; at that period take them out of these stoves, lick their eyes and head over with the tongue, fill their throats with stale bread, and pour some warm urine therein, letting them feed directly, which will cleanse very much both their heads and bodies. Afterwards diet the cocks with square pieces of broad thin cakes, baked at least four days before, made of a gallon of wheat flour and as much oatmeal, well kneaded into a stiff paste, with ale, some butter, and the whites of ten eggs; do not mix any spices or other heating ingredients. The second day after the sparring, exercise on a grass plat or field each game cock, by holding one of the dunghill breed to him, oc-

casionally permitting him to strike, but generally withdrawing the dunghill, and retiring ; so tantalizing the other for about half an hour, till he pants, and is thoroughly warmed ; then take him up, give as much as a walnut in size of a scouring made of butter beat in a mortar, with leaves of rue, hyssop, and rosemary, till it resembles a green salve ; next stove the cock, and feed as before directed. Pursue the following plan for the first fortnight, one day feeding and resting, the next either sparring or exercising ; and after every heat give the scouring. In the second fortnight only spar or exercise twice a week, with scouring as before ; during the third fortnight feed as above mentioned ; do not then let him spar, but exercise moderately twice or thrice in the time ; and, to avoid making him sick, give the scouring rolled in plenty of powdered brown sugar-candy ; when, after resting four days, he will be in condition to fight, previously trimming his feathers, &c. ; taking care that he goes to the pit with an empty stomach.

N. B. Many experienced feeders profess to effect the above purpose in nine days.

GENERAL ORDERS AND RULES FOR COCKING.

ON the weighing morning, that person whose chance is to weigh last, is to set his cocks and number his pens, both main and byes, and leave the key of the pens upon the weighing table, (or the other party may put a lock on the door) before any cock is put into the scale ; and after the first pack of cocks is weighed, a person appointed by him that weighed first shall go into the other pens to see that no other cocks are weighed but

what are so set and numbered, provided they are within the articles of weight that the match specifies; if not, to take the following cock or cocks until the whole number of main and bye cocks are weighed through. After they are all weighed, proceed as soon as possible to match them, beginning at the least weight first, and so on; and equal weights or nearest weights to be separated, provided by that separation a greater number of battles can be made; all blanks are to be filled up on the weighing day, and the battles divided and struck off for each day's play, as agreed on, and the cocks that weigh the least are to fight the first day, and so upwards.

At the time agreed on by both parties, the cocks that are to fight the first battle are brought upon the pit by the feeders, or their helpers; and after being examined to see whether they answer the marks and colours specified in the match-bill, they are given to the setters-to, who, after chopping them in hand, give them to the masters of the match, (who always sit opposite to each other) when they turn them down upon the mat; and the setters-to are not to touch them, except they either hang in the mat, or in each other, or get close to the edge of the pit; until they have left off fighting, while a person can tell forty. When both cocks leave off fighting, until one of the setters-to, or a person appointed for telling the law, can tell forty gradually; then the setters-to are to make the nearest way to their cocks, and as soon as they have taken them up, to carry them into the middle of the pit, and immediately deliver them on their legs beak to beak, and not touch them any more until they have refused fighting, so long as the teller of the law can tell ten, without they are on their backs, or hung in

each other, or in the mat; then they are to set-to again in the same manner as before, and continue it till one cock refuses fighting ten several times, one after another, when it is that cock's battle that fought within the law. But it sometimes happens that both cocks refuse fighting while the law is telling; when this happens, a fresh cock is to be hovelled, and brought upon the mat as soon as possible, and the setters-to are to toss up which cock is to be set-to first, and he that gets the chance is to choose. Then the cock who is to be set-to last, must be taken up, but not carried off the pit; next setting the hovelled cock down to the other, five separate times, telling ten between each setting-to, and then the same to that which had been taken up; and if one fights and the other refuses, it is a battle to the fighting cock; but if both fight, or both refuse, it is a drawn battle. The reason of setting-to five times to each cock, is, that ten times setting-to being the long law, so on their both refusing, the law is to be equally divided between them.

Another way of deciding a battle, is, if any person offers to lay ten pounds to a crown, and no person takes it until the law-teller tells forty, and calls out three separate times, "Will any one take it?" and if no one does, it is the cock's battle the odds are laid on, and the setters-to are not to touch the cocks during the time the forty is telling, without either cock is hung in the mat, or on his back, or hung together. If a cock should die before the long law is told out, although he fought in the law, and the other did not, he loses his battle.

There are frequently disputes in setting-to in the long law, for often both cocks refuse fighting until four or five, or more or less times, are told;

then they sometimes begin telling from that cock's fighting, and counting but once refused, but they should continue their number on, until one cock has refused ten times: for when the law is begun to be told, it is for both cocks: and if one cock fights within the long law, and the other not, it is a battle to the cock that fought, counting from the first setting-to. All disputes about bets, or the battle being won or lost, ought to be decided by the spectators. The crowing and mantling of a cock, or fighting at the setter-to's hand before he is put to the other cock, or breaking from his antagonist, is not allowed as a fight.

RULES OBSERVED AT THE ROYAL COCK-PIT,
WESTMINSTER.

1. THAT every person shew and put his cock into the pit with a fair hackle, not too near shorn, or cut, nor with any other fraud.

2. That every cock fight as he is first shewn in the pit, without sheering or cutting any feathers afterwards, except with the consent of both the masters of the match.

3. When both cocks are set down to fight, and one of them runs away before they have struck three mouthing blows, it is adjudged no battle to the persons who bet.

4. No persons to set-to, but those who are appointed by the masters of the match.

5. When a cock shall come setting-to, and both cocks refuse to fight ten times successively according to the law, then a fresh cock shall be hovelled, and the masters of the match must agree which of them shall turn the cock down; after that, if both fight, or both refuse, to be

deemed a drawn battle; but if one fights, and the other refuses, the battle to be allowed won by the fighting cock.

6. After the person appointed by the masters to tell the law shall have told twice twenty, the cocks to be set-to, beak to beak, if they both see, but if either is blind, then the blind cock to touch, and on their refusing to fight, the person appointed as before is to tell ten between each setting-to, till one of the two cocks has refused fighting ten times successively.

7. When ten pounds to a crown are laid on the battle, and not taken, after twice twenty is told, the battle is determined as won by that cock the odds are on.

8. That no person shall make any cavil or speech about matching of cocks, either to matchers or owners, after the cocks are once put together.

9. A master of the match has a right to remove any person out of the lower ring.

10. No person can make a confirmed bet void, without mutual consent.

11. Bets to be paid on clear proof by creditable witnesses, even though they have not been demanded immediately after the battle is over.

12. It is recommended, that all disputes be finally determined by the masters of the match, and two other gentlemen whom they shall appoint; and in case the four cannot agree, then they shall fix on a fifth, whose determination shall be final.

METHOD OF TREATING A COCK AFTER FIGHTING.

THE battle being ended, immediately search the cock's wounds, and suck the blood out, then

wash them well with warm urine, which will keep them from rankling; after this give him a roll or two of the best scouring, and stove him up as hot as possible for that night. In the morning, if his head is swelled, suck his wounds, and wash them with warm urine again; then take the powder of herb robert, put into a fine bag, and pounce his wounds with the same; after this give him to eat a good handful of bread out of warm ale, so put him into the stove once more, and let him not feel the air till the swelling has subsided. If he has received any hurt in the eyes, take some leaves of ground-ivy, that which grows in little tufts in the bottom of hedges, and has a small rough leaf, chew them, and spit the juice into the eyes of the cock; and this will prevent the growth of films, haws, warts, or the like blemishes destructive to the eye-sight. If in a month or two after the wounded cocks are put out to the walks, there appear about their heads any swollen bunches, hard and blackish at one end, it is certain that in such bunches there are unsound cores, which should be opened, and crushed out with the thumbs; then the matter must be sucked out, and the holes filled full of fresh butter.

ARTICLES FOR A COCK MATCH.

ARTICLES of agreement made the _____ day of _____ One thousand eight hundred and _____ between _____ First, the said parties have agreed, that each of them shall produce, shew, and weigh, at the _____ on the _____ day of

8 Q

_____ beginning at the hour of _____ in the morning, _____ cocks, none to be less than three pounds six ounces, nor more than four pounds eight ounces, and as many of each parties cocks that come within one ounce of each other shall fight for _____ a battle, that that is, _____ each cock; in as equal divisions as the battles can be divided into six pits, or days play at the cock-pit before-mentioned; and the parties cocks that win the greatest number of battles, matched out of the number before specified, shall be entitled to the sum of _____ odd battle money, and the sum to be staked into the hands of Mr. _____ before any cocks are pitted, by both parties. And we further agree, to produce, shew, and weigh, on the said weighing days, _____ cocks for bye battles, subject to the same weight as the cocks that fight in the main, and these to be added to the number of main cocks unmatched, and as many of them as come within one ounce of each other shall fight for _____ a battle; the number of cocks so matched, to be equally divided as will permit of, and added to each day's play with the main cocks; and it is also agreed, that the balance of the battle money shall be paid at the end of each day's play. It is also further agreed, for the cocks to fight in silver spurs, and with fair hackles, and to be subject to all the usual rules of cock-fighting as practised at the Cock-Pit Royal, Westminster, and the profits arising from the spectators, to be equally divided between both parties, after all charges are paid that usually happen on those occasions.

Witness our hands the _____ day of _____

Witness _____

KEY TO A MATCH BILL.

| A. B's | | C. D's | A. B's | | C. D's |
|--------|-----|--------|--------|-----|--------|
| Cocks. | | | Cocks. | | |
| lb. | oz. | | lb. | oz. | |
| 3 | 6 | | 3 | 12 | |
| | 1 | | | 1 | |
| | 2 | | | 2 | |
| | 3 | | | 3 | |
| | — | | | — | |
| | 7 | | | 13 | |
| | 1 | | | 1 | |
| | 2 | | | 2 | |
| | 3 | | | 3 | |
| | — | | | — | |
| | 8 | | | 14 | |
| | 1 | | | 1 | |
| | 2 | | | 2 | |
| | 3 | | | 3 | |
| | — | | | — | |
| | 9 | | | 15 | |
| | 1 | | | 1 | |
| | 2 | | | 2 | |
| | 3 | | | 3 | |
| | — | | | — | |
| 10 | | | 4 | 0 | |
| | 1 | | | 1 | |
| | 2 | | | 2 | |
| | 3 | | | 3 | |
| | — | | | — | |
| 11 | | | | 1 | |
| | 1 | | | 1 | |
| | 2 | | | 2 | |
| | 3 | | | 3 | |

GAME COCKS.

A. B's
Cocks.

| lb. | oz. |
|-----|-----|
| 4 | 2 |
| | 1 |
| | 2 |
| | 3 |
| | — |
| | 3 |
| | 1 |
| | 2 |
| | 3 |
| | — |
| | 4 |
| | 1 |
| | 2 |
| | 3 |
| | — |
| | 5 |
| | 1 |
| | 2 |
| | 3 |

C. D's
Cocks.A. B's
Cocks.

| lb. | oz. |
|-----|-----|
| 4 | 6 |
| | 1 |
| | 2 |
| | 3 |
| | — |
| | 7 |
| | 1 |
| | 2 |
| | 3 |
| | — |
| | 8 |

C. D's
Cocks.

N. B. Place the number the cock is weighed in each column, in a parallel line against his weight.

 CALCULATIONS FOR COCKING.

Battles.

Odds.

| | | | |
|------------|----------------|-------------------|-------|
| 3 out of 4 | is | 2 $\frac{1}{3}$ | to 1 |
| 4 | 5 | 4 $\frac{1}{3}$ | ... 1 |
| 4 | 6 | 1 $\frac{10}{11}$ | ... 1 |
| 5 | 6 | 8 $\frac{1}{7}$ | ... 1 |
| 5 | 7 | 3 $\frac{12}{29}$ | ... 1 |
| 6 | 7 | 15 | ... 1 |
| 5 | 8 | 1 $\frac{70}{93}$ | ... 1 |

GAME COCKS.

449

| Battles. | | | Odds. | |
|------------|-------|----|-------|-----------------------------|
| 6 out of 8 | | is | | 5 $\frac{34}{37}$ to 1 |
| 7 | | 8 | | 27 $\frac{4}{5}$... 1 |
| 6 | | 9 | | 2 $\frac{122}{130}$... 1 |
| 7 | | 9 | | 10 $\frac{6}{48}$... 1 |
| 8 | | 9 | | 50 $\frac{1}{3}$... 1 |
| 6 | | 10 | | 1 $\frac{252}{388}$... 1 |
| 7 | | 10 | | 4 $\frac{144}{176}$... 1 |
| 8 | | 10 | | 17 $\frac{16}{36}$... 1 |
| 9 | | 10 | | 92 $\frac{1}{11}$... 1 |
| 7 | | 11 | | 2 $\frac{362}{362}$... 1 |
| 8 | | 11 | | 7 $\frac{192}{232}$... 1 |
| 9 | | 11 | | 29 $\frac{38}{67}$... 1 |
| 10 | | 11 | | 169 $\frac{8}{12}$... 1 |
| 7 | | 12 | | 1 $\frac{924}{1386}$... 1 |
| 8 | | 12 | | 4 $\frac{126}{794}$... 1 |
| 9 | | 12 | | 12 $\frac{208}{299}$... 1 |
| 10 | | 12 | | 50 $\frac{67}{79}$... 1 |
| 11 | | 12 | | 314 $\frac{1}{13}$... 1 |
| 8 | | 13 | | 2 $\frac{263}{393}$... 1 |
| 9 | | 13 | | 6 $\frac{541}{1093}$... 1 |
| 10 | | 13 | | 20 $\frac{127}{189}$... 1 |
| 11 | | 13 | | 18 $\frac{1}{13}$... 1 |
| 12 | | 13 | | 584 $\frac{1}{7}$... 1 |
| 8 | | 14 | | 1 $\frac{608}{1519}$... 1 |
| 9 | | 14 | | 3 $\frac{2492}{3473}$... 1 |
| 10 | | 14 | | 10 $\frac{203}{1471}$... 1 |
| 11 | | 14 | | 33 $\frac{202}{233}$... 1 |

2 q 3

| Battles. | | Odds. | |
|--------------|----------------|--------------------------|-------|
| 12 out of 14 | is | 153 $\frac{30}{103}$ | to 1 |
| 13 | 14 | 1091 $\frac{4}{13}$ | ... 1 |
| 9 | 15 | 2 $\frac{2921}{9949}$ | ... 1 |
| 10 | 15 | 5 $\frac{3104}{4944}$ | ... 1 |
| 11 | 15 | 15 $\frac{1712}{1941}$ | ... 1 |
| 12 | 15 | 55 $\frac{512}{378}$ | ... 1 |
| 13 | 15 | 269 $\frac{28}{121}$ | ... 1 |
| 14 | 15 | 2047 | ... 1 |
| 9 | 16 | 1 $\frac{12870}{26333}$ | ... 1 |
| 10 | 16 | 3 $\frac{5964}{14893}$ | ... 1 |
| 11 | 16 | 8 $\frac{1571}{8883}$ | ... 1 |
| 12 | 16 | 25 $\frac{24}{1371}$ | ... 1 |
| 13 | 16 | 93 $\frac{18}{897}$ | ... 1 |
| 14 | 16 | 477 $\frac{50}{137}$ | ... 1 |
| 15 | 16 | 3854 $\frac{1}{17}$ | ... 1 |
| 10 | 17 | 1 $\frac{1692}{20813}$ | ... 1 |
| 11 | 17 | 5 $\frac{202}{10889}$ | ... 1 |
| 12 | 17 | 12 $\frac{4421}{4751}$ | ... 1 |
| 13 | 17 | 39 $\frac{1256}{1087}$ | ... 1 |
| 14 | 17 | 156 $\frac{67}{117}$ | ... 1 |
| 15 | 17 | 850 $\frac{9}{77}$ | ... 1 |
| 16 | 17 | 7280 $\frac{7}{8}$ | ... 1 |
| 10 | 18 | 1 $\frac{48620}{107862}$ | ... 1 |
| 11 | 18 | 3 $\frac{10138}{33884}$ | ... 1 |
| 12 | 18 | 7 $\frac{12704}{31188}$ | ... 1 |
| 13 | 18 | 19 $\frac{9824}{12818}$ | ... 1 |
| 14 | 18 | 68 $\frac{3072}{4048}$ | ... 1 |

GAME COCKS.

451

| Battles. | | | | | Odds. |
|--------------|-------|----|-------|---------------------------|-------|
| 15 out of 18 | | is | | 264 $\frac{324}{988}$ | to 1 |
| 16 | | 18 | | 1523 $\frac{16}{172}$ | ... 1 |
| 17 | | 18 | | 13796 $\frac{1}{19}$ | ... 1 |
| 11 | | 19 | | 2 $\frac{57495}{84883}$ | ... 1 |
| 12 | | 19 | | 4 $\frac{6671}{11773}$ | ... 1 |
| 13 | | 19 | | 10 $\frac{10633}{10949}$ | ... 1 |
| 14 | | 19 | | 30 $\frac{238}{2083}$ | ... 1 |
| 15 | | 19 | | 103 $\frac{136}{1239}$ | ... 1 |
| 16 | | 19 | | 450 $\frac{141}{143}$ | ... 1 |
| 17 | | 19 | | 2743 $\frac{184}{191}$ | ... 1 |
| 18 | | 19 | | 26213 $\frac{1}{3}$ | ... 1 |
| 11 | | 20 | | 1 $\frac{184756}{431910}$ | ... 1 |
| 12 | | 20 | | 2 $\frac{256726}{263950}$ | ... 1 |
| 13 | | 20 | | 6 $\frac{82726}{137980}$ | ... 1 |
| 14 | | 20 | | 16 $\frac{28756}{80480}$ | ... 1 |
| 15 | | 20 | | 47 $\frac{6976}{21700}$ | ... 1 |
| 16 | | 20 | | 168 $\frac{1452}{8190}$ | ... 1 |
| 17 | | 20 | | 775 $\frac{200}{1331}$ | ... 1 |
| 18 | | 20 | | 4968 $\frac{117}{211}$ | ... 1 |
| 19 | | 20 | | 49931 $\frac{1}{21}$ | ... 1 |

N. B. The foregoing Calculations suppose even money on each battle.

A TABLE SHEWING THE ODDS FOR AND AGAINST ONE SIDE WINNING A CERTAIN NUMBER OF BATTLES, WHEN THERE IS EVEN MONEY ON EACH BATTLE.

| Battles. | | | Odds. | |
|----------|---------------|-----------------|-----------|--------|
| 4 | One side wins | 3 out of 4 is | 11 to | 5 |
| 5 | Neither wins | 4 out of 5 is | 5 to | 10 |
| 6 | One side wins | 4 out of 6 is | 11 to | 5 |
| | Neither wins | 5 out of 6 is | 25 to | 7 |
| 7 | Neither wins | 5 out of 7 is | 35 to | 29 |
| 8 | Neither wins | 6 out of 8 is | 91 to | 37 |
| 9 | One side wins | 6 out of 9 is | 65 to | 63 |
| | Neither wins | 7 out of 9 is | 105 to | 23 |
| 10 | Neither wins | 7 out of 10 is | 21 to | 11 |
| 11 | One side wins | 7 out of 11 is | 281 to | 231 |
| | Neither wins | 8 out of 11 is | 787 to | 232 |
| 12 | One side wins | 7 out of 12 is | 793 to | 231 |
| | Neither wins | 8 out of 12 is | 602 to | 337 |
| 13 | One side wins | 8 out of 13 is | 595 to | 429 |
| | Neither wins | 9 out of 13 is | 3003 to | 1093 |
| 14 | One side wins | 9 out of 14 is | 4473 to | 3719 |
| 15 | One side wins | 9 out of 15 is | 9949 to | 1335 |
| | Neither wins | 10 out of 15 is | 11435 to | 4954 |
| 16 | One side wins | 9 out of 16 is | 26333 to | 6435 |
| | Neither wins | 13 out of 16 is | 17875 to | 14893 |
| 17 | One side wins | 10 out of 17 is | 20613 to | 12158 |
| | Neither wins | 11 out of 17 is | 136136 to | 126008 |
| 20 | One side wins | 12 out of 20 is | 131725 to | 130169 |

The foregoing table is so plain that it needs no explanation.

When there are five battles to fight, it is an equal wager that one side wins three battles running. And when six battles, then it is five to three that one side wins three battles running. It is $3 \frac{2}{5}$ to 1, you do not win two battles running, when each battle is six to five against you; and $2 \frac{1}{3}$ to 1 you do not, when each battle is six to five for you, near fifty shillings to a guinea. It is $4 \frac{1}{8}$ to 1, you do not win two battles running, when each battle is five to four against you; and $2 \frac{6}{5}$ to 1, when each battle is five to four for you. It is $5 \frac{1}{4}$ to 1, you do not win two battles running, when each battle is six to four against you; and $1 \frac{7}{5}$ to 1 you do not, when each battle is six to four for you. It is 8 to 1 you do not win two battles running, when each battle is two to one against you; and five to four you do not, when the odds in each battle are two to one for you.

Supposing each battle six to five for you, it is 94176 to 66875 (above seven to five) you win the odd battle out of five; but it is 120875 to 40176 (above three to one) you do not win four battles out of five, and almost twenty to one you do not win all five; but it is above fifty to one you do not lose all five, and near $6 \frac{4}{11}$ to 1 you do not lose four out of the five. And if each battle be five to four for you, it is 35625 to 23424 (above six to four) you win the odd battle out of the five, and $17 \frac{3793}{31123}$ to 1 you do not win all the five, but it is $6 \frac{981}{7424}$ to 1 you do not lose four out

of the five, and $56 \frac{681}{1024}$ to 1 you do not lose all five.

When there are only two battles to fight, it is $5 \frac{1}{4}$ to 1 you do not win both, when the odds are six to four against you; and $1 \frac{7}{8}$ to 1 you do not, when each battle is six to four for you. When the odds are 2 to 1 for you, it is five to four you do not win two battles running; and eight to one you do not lose both. When there are four battles to fight, and the odds are 2 to 1 for you, then it is 65 to 16, or $4 \frac{1}{8}$ to 1 you do not win all four; but it is 80 to 1 you do not lose all. And if the odds are 2 to 1 for you, then it will be 131 to 132 that you do not win four out of the five, and 211 to 32, or $6 \frac{1}{2}$ to 1 you do not win all five; but it is 233 to 11 you do not lose four out of the five; and 242 to 1 you do not lose all five; and likewise it is 1248 to 939 you do not win five out of seven, and 1911 to 276 you do not win six out of seven, and 2059 to 128 or $16 \frac{1}{8}$ to 1 you do not win all seven; but it is 2078 to 109 you do not lose five out of seven; and 2172 to 15, or $144 \frac{1}{4}$ to 1 you do not lose six, and 2186 to 1, not all seven.

The odds of a match in which there are even battles, and one side is three, four, or any other number of battles a-head, it is double the odds you do not tie the match, more the odds you do not win it, less one to two.

For example—Suppose in a match of thirty battles, one side was three a-head, and but

seven battles to fight, then the other must win five out of the seven to tie, and six out of seven to win the match: look in the table and you will find it is $3 \frac{1}{2} \frac{2}{9}$ to 1, not 5, and 15 to 1, not 6 out of 7. The double of $3 \frac{1}{2} \frac{2}{9}$ is $6 \frac{2}{3} \frac{4}{9}$ more, 15 is $21 \frac{2}{3} \frac{4}{9}$ less, 1 is $20 \frac{2}{3} \frac{4}{9}$ to 2 in the odds of such a match. Suppose nine battles to fight, and one side is five battles ahead, then the other side must win seven out of 9 to save, and eight out of 9 to win, therefore the odds will be $69 \frac{4}{3} \frac{2}{9}$ to 1.

*The Odds on different successive Battles or Events,
supposing each to be equal.*

It is about an equal chance that any particular side wins three successive battles in ten: four in twenty two, or five in forty-four.

About an equal bet that one side or the other gains three successive battles in five, twice three in twelve, thrice three in nineteen, four times in twenty six, five times in thirty five, and six times in forty.

Also, That four successive battles are won, once in eleven, twice in twenty six, and thrice in forty one, that five successive victories occur in twenty two, and twice five in fifty three engagements, and likewise that six successive events are gained once in forty four.

| ODDS IN THE MAIN OF | | | |
|-------------------------|----------------|--------|------------------|
| Odds in Each Battle. | Three Battles. | | |
| | Five Battles. | | |
| Odds in Each Battle. | Seven Battles. | | |
| | Seven Battles. | | |
| 2 ... to ... | 1 | is 4 | 292 to 1 |
| 3 ... to ... | 2 | ... 2 | 379 1 |
| 3 ... to ... | 1 | ... 13 | 10203 1 |
| 5 ... to ... | 4 | ... 1 | 22646 1 |
| 5 ... to ... | 3 | ... 3 | 50 1 |
| 6 ... to ... | 5 | ... 1 | 286 1 |
| 7 ... to ... | 6 | ... 1 | 1148281 1 |
| 7 ... to ... | 5 | ... 1 | 1817344 1 |
| 7 ... to ... | 4 | ... 2 | 14636 1 |
| 8 ... to ... | 6 | ... 1 | 127413 1 |
| | | ... 1 | 3843421 1 |
| | | ... 1 | 4821873 1 |
| | | ... 1 | 10496389 1 |
| | | ... 2 | 26126664 1 |
| | | ... 3 | 285577 1 |
| | | ... 3 | 2890873 1 |
| | | ... 1 | 2110913 1 |
| | | ... 1 | 4141664 1 |
| | | ... 1 | 2123169 1 |
| | | ... 1 | 233687 1 |

Suppose even Bets on both Sides, then one wins

| | | | | | |
|---------------------|----------------------|-----------------|------------|---------------------------|------|
| 3 out of 4 ... is | 5 ... to |3, | ... or ... | 1 $\frac{2}{3}$ | to 1 |
| 6 out of 9 ... is |65 ... to | 63, | ... or ... | 1 $\frac{2}{3}$... | to 1 |
| 7 out of 11 ... is | 231 ... to |181, | ... or ... | 1 $\frac{30}{181}$... | to 1 |
| 8 out of 13 ... is |2380 ... to | 1716, | ... or ... | 1 $\frac{664}{1716}$ | to 1 |
| 9 out of 15 ... is |9949 ... to | 6435, | ... or ... | 1 $\frac{3514}{6435}$ | to 1 |
| 10 out of 17 ... is | 20613 ... to |12155, } | ... or ... | 1 $\frac{8458}{12155}$ | to 1 |
| not 11 ... is | 21879 ... to |10889, } | ... or ... | 2 $\frac{101}{10889}$ | to 1 |
| 11 out of 19 ... is | 84883 ... to |46189, } | ... or ... | 1 $\frac{38624}{46189}$ | to 1 |
| not 12 ... is | 20995 ... to |11773, } | ... or ... | 1 $\frac{9222}{11773}$ | to 1 |
| 12 out of 21 ... is |173965 ... to |88179, } | ... or ... | 1 $\frac{85786}{88179}$ | to 1 |
| not 13 ... is |323323 ... to | 200965, } | ... or ... | 1 $\frac{123358}{200965}$ | to 1 |
| 13 out of 23 ... is | 2842226 ... to |1352078, } | ... or ... | 2 $\frac{69935}{1352078}$ | to 1 |
| not 14 ... is |156009 ... to | 106135, } | ... or ... | 1 $\frac{49874}{106135}$ | to 1 |

A TABLE,

Shewing the Odds against each Side winning Two Battles running.

GAME COCKS.

| The Strong Side. | | | | Odds in each. | | | | The Weak Side. | | | |
|------------------|----|-----------------|----------------|---------------|----|----|----|----------------|----|----------------|---------------|
| \pounds . | s. | d. | to | \pounds . | s. | d. | to | \pounds . | s. | d. | to |
| 0 | 8 | 3 | | 0 | 4 | 0 | 8 | 0 | 4 | 0 | $\frac{1}{3}$ |
| 0 | 7 | 9 | $\frac{13}{4}$ | 0 | 4 | 0 | 7 | 0 | 4 | 0 | $\frac{2}{3}$ |
| 0 | 7 | $1\frac{1}{4}$ | $\frac{1}{2}$ | 0 | 4 | 0 | 6 | 1 | 4 | 0 | $\frac{2}{3}$ |
| 0 | 6 | $6\frac{3}{4}$ | $\frac{1}{2}$ | 0 | 4 | 0 | 8 | 1 | 3 | 0 | $\frac{2}{3}$ |
| 0 | 6 | $2\frac{3}{4}$ | $\frac{1}{2}$ | 0 | 4 | 0 | 5 | 1 | 4 | 5 | $\frac{1}{2}$ |
| 0 | 5 | $10\frac{1}{2}$ | $\frac{1}{2}$ | 0 | 4 | 0 | 7 | 1 | 6 | 3 | $\frac{1}{2}$ |
| 0 | 5 | 8 | $\frac{13}{4}$ | 0 | 4 | 0 | 9 | 1 | 7 | $4\frac{1}{2}$ | $\frac{7}{3}$ |
| 0 | 5 | 0 | $\frac{3}{4}$ | 0 | 4 | 0 | 5 | 1 | 12 | 0 | ... |

THE USE OF THE FOREGOING TABLE.

SUPPOSE a match between Kent and Middlesex, and the odds are six to five Middlesex against Kent each battle; it will be 9s. $5\frac{1}{4}d.$ and $\frac{1}{3}$ of a farthing to 4s. that Middlesex does not win the next two battles; and it is 15s. $4\frac{1}{4}d.$ and $\frac{7}{8}$ of a farthing to 4s. that Kent does not win the next two battles.

If the bets are eight to seven each battle in favour of Middlesex, then it is 10s. and $\frac{3}{4}$ to 4s. that Middlesex does not win the two next battles; and 14s. $4\frac{1}{4}d.$ and $\frac{3}{4}\frac{1}{2}$ to 4s. Kent does not win the next two battles.

When thirty battles is in a match it is 918624304 to 155117520 not a drawn match, almost 6 to 1.

| | | | | | |
|-------|-------------------------|-----|--------|---|------------------|
| And 4 | $\frac{124796}{184736}$ | ... | to ... | 1 | when 20 battles. |
| ... 4 | $\frac{19444}{48626}$ | ... | | 1 | 18 |
| ... 4 | $\frac{1186}{12876}$ | ... | | 1 | 16 |
| ... 3 | $\frac{2636}{3432}$ | ... | | 1 | 14 |
| ... 3 | $\frac{400}{924}$ | ... | | 1 | 12 |
| ... 3 | $\frac{16}{232}$ | ... | | 1 | 10 |
| ... 2 | $\frac{46}{76}$ | ... | | 1 | 8 |
| ... 2 | $\frac{1}{3}$ | ... | | 1 | 6 |
| ... 1 | $\frac{2}{3}$ | ... | | 1 | 4 |

These calculations suppose even money on each battle.

HORSE-RACING.

KING'S PLATE ARTICLES.

To be observed by the Owners and Riders of all such Horses, Mares, or Geldings, as shall run for his Majesty's Plates at NEWMARKET.

1. **EVERY** horse, mare, or gelding that runneth for the said plate shall carry twelve stone; fourteen pounds to the stone, three heats. —N. B. By order, this is since altered to one heat, and different weights are appointed.

2. Every person that putteth in a horse, mare or gelding, for the said plate, is to shew such horse, mare, or gelding, with the marks, name, and name of the owner, to be entered at the king's stables in Newmarket the day before they run; and shall then produce a certificate under the hand of the breeder; that his horse, mare, or gelding, be no more than years old the grass before.

3. Every horse, mare, or gelding that runneth, is to start between the hours of one and four in the afternoon; and to be allowed half an hour between each heat to rub.

4. Every horse, mare, or gelding that runneth on the wrong side of the posts or flags, or is distanced in any of the heats, shall have no share of the said plate, nor be suffered to run any more.

5. The horse, mare, or gelding that winneth any two heats winneth the plate; but if three several horses, mares, or geldings, win each of

them a heat, then those three, and only they, to run a fourth heat; and the horse, mare, or gelding that winneth the fourth heat, shall have the plate.

6. And each horse, mare, or gelding's, &c. place as he or they come in, by the ending post, each heat, as 1st, 2d, 3d, &c. shall be determined by such judges as shall be appointed for that purpose, by the master of the horse. And in case any horse, mare, or gelding, shall be then, or after, proved to be above the age of years the grass before, the owner or owners of such horse, mare or gelding, shall be made incapable of ever running for any of the king's plates hereafter.

7. As many of the riders as shall cross, jostle, or strike, or use any other foul play, as shall be judged by such person or persons as shall be appointed by the master of the horse, such rider shall be made incapable of ever riding any horse, mare, or gelding, for any of his majesty's plates hereafter; and such owners shall have no benefit of that plate; but such owners may be permitted to run any horse, mare, or gelding, for any other of his majesty's free plates hereafter.

8. Every rider shall, immediately after each heat be run, be obliged to come to the ending post with his horse, mare, or gelding, then and there to alight, and not before, and there to weigh to the satisfaction of the judges appointed for that purpose.

9. And in case of neglect or refusal thereof, such owners and riders shall be immediately declared incapable of running or riding any more, for this or any of his majesty's plates hereafter.

10. And in case any difference shall arise, relating to their ages, or in their running, or to

these his majesty's orders, &c. the same to be determined by such person or persons who shall be appointed by the aforesaid master of the horse.

Weights to be carried by Horses that run for Give and Take Plates, from Twelve to Fifteen Hands high.

| | st. | lb. | oz. |
|---|-----|-----|-----|
| TWELVE Hands | 5 | 0 | 0 |
| And half a quarter of an inch | 5 | 0 | 14 |
| And a quarter | 5 | 1 | 12 |
| A quarter and half a quarter | 5 | 2 | 10 |
| Half an inch | 5 | 3 | 8 |
| Half an inch and half a quarter | 5 | 4 | 6 |
| Three quarters of an inch | 5 | 5 | 4 |
| Three quarters and half a quarter | 5 | 6 | 2 |
| One inch | 5 | 7 | 0 |
| One inch and half a quarter | 5 | 7 | 14 |
| One inch and a quarter | 5 | 8 | 12 |
| One inch a quarter and half a quarter | 5 | 9 | 10 |
| One inch and a half | 5 | 10 | 8 |
| One inch and a half and half a quarter | 5 | 11 | 6 |
| One inch and three quarters | 5 | 12 | 4 |
| One inch three quarters and half a quarter | 5 | 13 | 2 |
| Two inches | 6 | 0 | 0 |
| Two inches and half a quarter | 6 | 0 | 14 |
| Two inches and a quarter | 6 | 1 | 12 |
| Two inches a quarter and half a quarter | 6 | 2 | 10 |
| Two inches and a half | 6 | 3 | 8 |
| Two inches and a half and half a quarter | 6 | 4 | 6 |
| Two inches and three quarters | 6 | 5 | 4 |
| Two inches three quarters and half a quarter | 6 | 6 | 2 |
| Three inches | 6 | 7 | 0 |
| Three inches and half a quarter | 6 | 7 | 14 |
| Three inches and a quarter | 6 | 8 | 12 |

HORSE-RACING.

463

st. lb. oz.

| | | | |
|--|---|----|----|
| Three inches a quarter and half a quarter | 6 | 9 | 10 |
| Three inches and a half | 6 | 10 | 8 |
| Three inches and a half and half a quarter | 6 | 11 | 6 |
| Three inches and three quarters | 6 | 12 | 4 |
| Three inches three quarters and half a quarter | 6 | 13 | 2 |
| THIRTEEN Hands | 7 | 0 | 0 |
| And half a quarter of an inch | 7 | 0 | 14 |
| And a quarter | 7 | 1 | 12 |
| A quarter and half a quarter | 7 | 2 | 10 |
| And half an inch | 7 | 3 | 8 |
| Half an inch and half a quarter | 7 | 4 | 6 |
| Three quarters of an inch | 7 | 5 | 4 |
| Three quarters and half a quarter | 7 | 6 | 2 |
| One inch | 7 | 7 | 0 |
| One inch and half a quarter | 7 | 7 | 14 |
| One inch and a quarter | 7 | 8 | 12 |
| One inch a quarter and half a quarter | 7 | 9 | 10 |
| One inch and a half | 7 | 10 | 8 |
| One inch and a half and half a quarter | 7 | 11 | 6 |
| One inch and three quarters | 7 | 12 | 4 |
| One inch three quarters and half a quarter | 7 | 13 | 2 |
| Two inches | 8 | 0 | 0 |
| Two inches and half a quarter | 8 | 0 | 14 |
| Two inches and a quarter | 8 | 1 | 12 |
| Two inches a quarter and half a quarter | 8 | 2 | 10 |
| Two inches and a half | 8 | 3 | 8 |
| Two inches and a half and half a quarter | 8 | 4 | 6 |
| Two inches and three quarters | 8 | 5 | 4 |
| Two inches three quarters and half a quarter | 8 | 6 | 2 |

| | <i>st</i> | <i>lb.</i> | <i>oz.</i> |
|--|-----------|------------|------------|
| Three inches | 8 | 7 | 0 |
| Three inches and half a quarter..... | 8 | 7 | 14 |
| Three inches and a quarter | 8 | 8 | 12 |
| Three inches a quarter and half a quarter | 8 | 9 | 10 |
| Three inches and a half | 8 | 10 | 8 |
| Three inches and a half and half a quarter | 8 | 11 | 6 |
| Three inches and three quarters..... | 8 | 12 | 4 |
| Three inches three quarters and half a quarter | 8 | 13 | 2 |
| FOURTEEN Hands | 9 | 0 | 0 |
| And half a quarter of an inch | 9 | 0 | 14 |
| And a quarter | 9 | 1 | 12 |
| A quarter and half a quarter | 9 | 2 | 10 |
| And half an inch | 9 | 3 | 8 |
| Half an inch and half a quarter | 9 | 4 | 6 |
| And three quarters of an inch | 9 | 5 | 4 |
| Three quarters and half a quarter | 9 | 6 | 2 |
| One inch | 9 | 7 | 0 |
| One inch and half a quarter | 9 | 7 | 14 |
| One inch and a quarter | 9 | 8 | 12 |
| One inch a quarter and half a quarter | 9 | 9 | 10 |
| One inch and a half | 9 | 10 | 8 |
| One inch and a half and half a quarter | 9 | 11 | 6 |
| One inch and three quarters | 9 | 12 | 4 |
| One inch three quarters and half a quarter | 9 | 13 | 2 |
| Two inches..... | 10 | 0 | 0 |
| Two inches and half a quarter | 10 | 0 | 14 |
| Two inches and a quarter..... | 10 | 1 | 12 |
| Two inches a quarter and half a quarter | 10 | 2 | 10 |
| Two inches and a half | 10 | 3 | 8 |
| Two inches and a half and half a quarter | 10 | 4 | 6 |
| Two inches and three quarters | 10 | 5 | 4 |

| | | | |
|---|----|----|----|
| Two inches three quarters and half a quarter | 10 | 6 | 2 |
| Three inches | 10 | 7 | 0 |
| Three inches and half a quarter | 10 | 7 | 14 |
| Three inches and a quarter | 10 | 8 | 12 |
| Three inches a quarter and half a quarter | 10 | 9 | 10 |
| Three inches and a half | 10 | 10 | 8 |
| Three inches and a half and half a quarter | 10 | 11 | 6 |
| Three inches and three quarters | 10 | 12 | 4 |
| Three inches three quarters and half a quarter | 10 | 13 | 2 |
| FIFTEEN Hands | 11 | 0 | 0 |

RULES AND ORDERS OF THE JOCKEY CLUB.

1. THAT every person who shall ride at Newmarket for Plate, Sweepstakes, or Match, shall be obliged to weigh when he comes in, allowing two pounds above the weight, and no more.

2. That every rider who shall neglect to obey this resolution is guilty of contempt of the order of this club, and shall be disqualified from riding hereafter at Newmarket; unless any gentleman, or his rider, shall declare, before starting, that the rider is above the weight allowed of by the aforesaid resolution.

3. That the forfeits of all bets which shall be made after the first day of January, 1768, shall be paid according to the proportion in which the principals compromise their matches.

4. That any person desirous of being admitted into the coffee-room, Newmarket, must be pro-

posed by a member of the Jockey Club, and his name put over the chimney and door, the day before he is to be balloted for; that there must be at least twelve members present at the ballot, and three black balls exclude.

5. That the owner of every horse, &c. entered to run for two or more prizes on the same day, shall, for the future, be obliged to declare to the keeper of the match-book before eight o'clock in the evening preceding the day of running, which of the said prizes he intends to start his horse for; and the said keeper of the match-book shall immediately declare it in the coffee-room.

6. To meet annually at dinner the day preceding the King's birth-day.

7. That three members of the Jockey Club shall be appointed stewards, and to commence their office on the fourth of June annually. One new steward to be appointed every year on the third day of June, by the steward who quits on that day, subject to the approbation of the members of the Jockey Club then present.

8. The first and second vacancy of the three stewards now named, are to be settled by drawing lots; and ever afterwards, the senior steward is to quit his office on the third of June annually.

9. That the three stewards, or any two of them, shall be vested with full power to make such regulations as they think proper, in regard to the exercise ground and the course.

10. That the three stewards concurring, shall have it in their power to appoint such person or persons, as they may chuse, to keep the coffee-house, match-book, receive the stakes, and to collect the entrance-money, and all other funds, belonging to the Jockey Club.

11. The stewards are to be responsible to the

Jockey Club for all the money collected, as belonging to the Club.

12. The stewards shall have it in their power to fix the hour of starting for each match, &c. but they shall be obliged to fix those hours of starting by eight o'clock in the evening preceding the day of running.

13. The accounts are to be produced by the stewards annually on the third of June.

14. That in case any gentleman who keeps running horses has cause to complain of any feeder, rider, groom, boy, or other person, employed by him in, or intrusted with the knowledge of, trials, of having discovered them, directly or indirectly, by betting, or wilfully in any other way, (unless allowed so to do by his master:) or if any person as aforesaid, living with any gentleman, shall be discovered in watching trials himself, or procuring other persons so to do, or by any unfair means whatsoever endeavouring to discover trials; on such complaint being carried to any one of the stewards, that steward is to summon a general Jockey Club meeting as soon as convenient; which meeting is to appoint a committee of three members, to examine into the accusation; and in case they shall be of opinion that the person or persons is, or are, guilty of it, then the person so found guilty shall be dismissed from the service of his master, and the said person shall not be employed by any member of the Jockey Club, in any capacity whatsoever; nor shall any horse, &c. fed or rode by him or them, or in the management of which he or they are concerned, be suffered to start for Plate, Match, or Subscription. And the names of the persons found guilty of these offences shall be exposed in the Racing Calendar,

and inserted in a paper to be fixed up in the coffee-room at Newmarket.

15. That a copy of all the stakes to be made for matches, subscriptions, and sweepstakes, and the day and hour of shewing, or entering, shall be fairly written out, and fixed up by order of the stewards, on the side of the chimney-piece, at each end of the coffee-room, on the Sunday evening before each meeting; to continue there each day of the meeting, as notice for staking, shewing, or entering, and no other shall be insisted upon.

16. A day book shall be kept by the person appointed by the stewards and continue in the coffee-room, in which shall be entered an account of all matches, subscriptions, and sweepstakes, to be run for each day, within that meeting; and as the different stakes are made, the payments shall be marked to the names of the persons so paying.

17. All stakes shall be made in cash, bank bills, bank post bills properly indorsed, bankers notes payable to bearer, or bankers notes payable to order also, properly indorsed; and not otherwise, without the consent of the party or parties, present, concerned in the match, subscription, or sweepstakes, on whose account such stakes are made.

18. All stakes for matches, subscriptions, and sweepstakes, shall be made before starting for the same; and in default thereof by any person, he shall forfeit in like manner as if he had not produced his colt, filly, horse, or mare, to start, and shall have no claim to the stake or stakes of the match, subscription, or sweepstakes, should his colt, filly, horse, or mare, have started and come first; and this to remain in full force,

†

as an established agreement of the Jockey Club, unless such person has previously obtained the consent of the party or parties present, with whom he is engaged, to dispense with his making his stake as aforesaid.—N. B. This rule does not extend to bets, which are to be paid and received as if no such omission had happened.

19. All forfeits unpaid before starting, for any match, subscription, or sweepstakes, shall be paid to the person appointed by the stewards to receive the same, at the coffee-room, before twelve o'clock at night, of the day such forfeits are determined; and each person making default therein, shall forfeit and pay to the person so appointed by the said stewards, after the rate of five pounds for every hundred pounds so forfeited, which shall be disposed of by the said stewards towards such uses as they shall think fit.

20. And in order to prevent frauds, notice shall be given, that if any person make any bet or bets from signal or indication, after the race has been determined at the post, such person is not entitled to receive, or liable to pay the same; as such bet or bets is or are fraudulent, illegal, and totally void: and that if any servant belonging to a member of the society shall be found to have made, or be engaged in the making any such bet or bets, he shall be dismissed his service, and no farther employed by any member of this society.

21. That all forfeits or money paid on compromising any match or sweepstakes shall, *bona fide*, be declared and entered in the day-book, in order that all betters may be put upon an equality with the persons who had the match or sweepstakes, and may thus ascertain in what proportion they are to pay or receive.

22. That the stewards of the Jockey Club shall appoint some proper person to examine every colt or filly, being of the age of two, three, or four years, at the ending post, immediately after running, the first time any colt or filly shall start for any plate, match, sweepstakes, or subscription, at Newmarket, and the said appointed person is to sign a certificate of such examination, and his opinion thereupon, which certificate is to be hung up before eight o'clock the evening of the said day of running, in the coffee-house at Newmarket. But for all plates, matches, subscriptions, or sweepstakes, where the colt or filly is required to be shewn before running, the examination as above-mentioned shall be made at the time of shewing them, and the certificate of the person appointed shall immediately, in like manner, be fixed up in the coffee-room at Newmarket.

23. That the hours of starting shall be fixed up in the coffee-house by eight o'clock in the evening preceding the day of running; and it is expected that every groom shall start punctually at the time appointed; and any groom failing so to do shall forfeit five guineas each time to the Jockey Club. It is also expected, that every groom will attend to the regulations and orders which the stewards of the Jockey Club may give, relative to the preservation of the course and exercise ground.

24. That no person do borrow or hire any horse, &c. not belonging to his avowed confederate, to run in a private trial, without entering the name of such horse, before the trial shall be run, in the book appointed to be kept for that purpose, in the coffee-room at Newmarket: and no persons to be deemed confederates who do not subscribe this article as such.

25. That all disputes relative to racing at Newmarket shall, for the future, be determined by the three stewards and two referees, to be chosen by the parties concerned; if there should be only two stewards present, they are to fix upon a third person, in lieu of the absent steward.

26. That if for any sweepstakes or subscription, the first two horses shall come in so near together; that the judge shall not be able to decide which won, those two horses shall run for such prize over again, after the last match on the same day; the other horses which started for such sweepstakes or subscription shall be deemed losers, and entitled to their respective places, as if the race had been finally determined the first time.

27. That all bets determined by one event shall be subject (as before agreed) to any compromise made by the principals, and paid in proportion to such compromise: but that all double bets shall for the future (on account of the frequent disputes which have arisen), be considered as play or pay bets.

28. When any match or sweepstakes shall be made, and no particular weight specified, the horses, &c. shall carry eight stone seven pounds each. And if any weight is given, the highest weight is, by this resolution, fixed at eight stone seven pounds.

29. No horse that is matched to run on the day of entrance, for any plate, &c. shall be obliged to shew and enter at the hour appointed, but shall shew and enter within an hour after his engagements are over, provided such horse, &c. be named at the usual time of entrance, which is to be between the hours of eleven and one, for all plates, subscriptions, and sweepstakes,

where any entrance is required, and no other particular time specified.

30. That all bets depending between any two horses, either in match or sweepstakes, are null and void, if those horses become the property of one and the same person, or his avowed confederate, subsequent to the bets being made.

31. That the *Cup* be challenged for on the Monday in the first Spring meeting, and the horses named for it declared at six o'clock on the Saturday evening of the said meeting.

32. That the *Whip* be challenged for on the Monday or Tuesday in the second Spring or second October meeting, and the acceptance signified, or the whip resigned, before the end of the same meeting.

33. If challenged for and accepted in the Spring, to be run for on the Thursday in the second October meeting following; and if in the October, on the Thursday in the second Spring meeting, B. C. weight, 10st. and to stake 200gs. each.

34. That after the 13th of April, 1777, the proprietor of any horse, &c. engaged in match or sweepstakes, who shall declare his intention of not starting, before 8 o'clock on the evening preceding the engagement, to the keeper of the match-book, or either of the stewards, shall be entitled to five per cent. and no more of the forfeit.

35. That after the first day of July, 1798, no person shall be allowed to start any horse, mare, or gelding, for match, sweepstakes, or subscription, unless he shall have paid all former stakes and forfeits to the keeper of the match-book by eight o'clock in the evening before starting.—This rule was intended, and has since been declared, to extend to Epsom, Ascot, Brighthelmstone,

York, Doncaster, and all other places, besides Newmarket, where races are run, and engagements entered into, by members of the Jockey Club, for matches, sweepstakes, or subscriptions. And it is recommended to the consideration of the stewards of other races, where members of this Club are not amongst the subscribers.

36. That the ground shall not be engaged for trials, by the proprietor of any stable of running horses, more than two days in the same week.

37. That when any match is made, in which crossing and jostling are not mentioned, they shall be understood to be barred.

38. That when any match or sweepstakes is made, in which no course is mentioned, it shall be understood to be the course usually run by horses of the same age as those engaged, viz. if yearlings, the Yearling Course: if two years old, the Two Years Old Course: if three years old, Rowley's Mile: if four years old, Ditch-in: if five years old, or upwards, Beacon Course: and in case the horses matched should be of different ages, the course to be settled by the age of the youngest.

39. That all forfeits declared or incurred for any match, sweepstakes, or subscription, shall be paid to the keeper of the match-book, before twelve o'clock on the evening the race is run, under the former penalty of five per cent. to the Jockey Club; and persons making default herein, shall not be allowed the deduction for the timely declaration of such forfeits.

40. That horses, &c. entered for plates or subscriptions, shall not be required to be shewn, if such horse, &c. has before started at Newmarket; and that the owner of each horse, entered for a

plate or subscription, shall declare to the stewards, or the keeper of the match-book, the evening before, by eight o'clock, or when the list is read, at half past nine o'clock, whether his horse is intended to run or not, which declaration shall be deemed obligatory, if in the affirmative, unless the horse be taken ill or matched; and if in the negative, his name shall be erased from the list.

41. That the owners of horses, &c. engaged in matches or sweepstakes, in which the forfeits shall amount to one hundred guineas, or upwards, shall be entitled to a deduction of ten per cent. if they declare their forfeits by half an hour past nine o'clock in the evening preceding running.

42. That from May 2nd, 1800, no gentleman shall try the horse of any other person, except his declared confederate, without giving notice of such trial, by inscribing the name of the horse or horses, or their pedigrees, with the names of their owners, before or immediately after such trial, in the book, at the coffee-house.

43. That all bets made on the Derby or Oaks stakes at Epsom, the Pavilion at Brixton, the St. Leger at Doncaster, and also on the Newmarket stakes, and the Oatlands stakes in the Spring and October meetings, be deemed play or pay bets, and also, that all bets between particular horses be null and void, if neither of the horses happen to be the winner, unless specified to the contrary.

44. That the keeper of the match-book be directed to charge the proprietors of such horses as receive forfeit, and shall be excused from appearing, with the same fees for the weights and scales as if they had come over the course.

Complaint being made of new and exorbitant demands, in various places, for the maintenance of race horses, and the lads attending them,
Resolved,

45. That the members of this Club will give a preference to such stable keepers, and inn keepers, whose charges are reasonable.

46. That in future, the ballots for members of the Jockey Club shall be in the New Rooms, Newmarket; on the Tuesday in the first Spring meeting, and the Tuesday in the second October meeting, in each year.

47. That the candidates shall be proposed by members, and their names put up in the Card Room, in the meetings preceding the ballots, viz. in the Craven, and first October meetings.

48. That nine members at least be present at the ballot, and that two black balls exclude.

49. That all members of the New Rooms, at Newmarket, may become members of the Coffee-room, by application to the Clerk of the Course, and causing their names to be inserted in the list of subscribers.

ADDITIONAL RULES, &c. OF THE JOCKEY CLUB.

I. ALL disputes relative to racing at Newmarket shall, for the future, be determined by three stewards of the club, and two referees to be chosen by the parties concerned; if there are only two stewards present, they are to fix on a third person in lieu of the absent steward.

II. If for any sweepstakes or subscription the first two horses shall come in so near together that the judge shall not be able to decide which won, those horses shall run for such prize over again, after the last match on the same day. The other horses which started for such sweep-

stakes or subscription shall be deemed losers, and entitled to their respective places, as if the race had been finally determined the first time.

III. All bets determined by one event, shall be subject to any compromise made by the principals, and paid in proportion to such compromise; but all double bets shall, for the future, (on account of the frequent disputes which have arisen) be considered as play or pay bets. But there is considered a distinction to the latter rule; for instance, if a bet is made on two events, and the first is off by mutual consent, without any compromise, the bet is void; but if sixpence only was paid by way of compromise, then the whole amount is won or lost, as the event may happen.

IV. When any match or sweepstakes shall be made, and no particular weights specified, the horses, &c. shall carry eight stone seven pounds each; and if any weight is given, the highest weight is, by this resolution, fixed at eight stone seven pounds.

V. All bets depending between any two horses, either in match or sweepstakes, are null and void, if those horses become the property of one and the same person, or his avowed confederate, subsequent to the bets being made..

VI. When any match is made, in which crossing and jostling are not mentioned, they shall be understood to be barred.

VII. That all bets made on the Derby or Oaks stakes at Epsom, the Pavilion at Brighton, the St. Leger at Doncaster, and also the Newmarket stakes, and the Oatlands stakes in the Spring and October meetings, be deemed play or pay bets; and also, that all bets between particular horses be null and void, if neither horse happen to be the winner, unless specified to the contrary.

VIII. All forfeits or money paid on compromising any match, shall, *bona fide*, be declared and entered in the day-book, in order that all bettors may be put on an equality with the person who had the match or sweepstakes, and may thus ascertain in what proportion they are to pay and receive.

GENERAL RULES CONCERNING HORSE-RACING.

Horses take their ages from *May-day*.

1760 Yards are a Mile.

240 Yards are a Distance.

Four Inches are a Hand.

Fourteen Pounds are a Stone.

1. CATCH Weights are, each party to appoint any person to ride without weighing.

2. Give-and-take Plates, are fourteen hands to carry a stated weight, all above, or under, to carry extra, or be allowed, the proportion of seven pounds for an inch.

3. A Whim Plate, is weight for age, and weight for inches.

4. A Post Match, is to insert the age of the horses in the articles, and to run any horse of that age, without declaring what horse, till you come to the post to start.

5. A Handicap Match, is for *A B* and *C* to put an equal sum into a hat. *C* who is the handicapper, makes a match for *A* and *B*, who, when they have perused it, put their hands into their pockets, and draw them out closed, then they open them together, and if both have money in their hands, the match is confirmed; if neither have money, it is no match. In both cases the handicapper draws all the money out of the hat; but if one has money in his hand, and the other

none, then it is no match ; and he that has money in his hand is entitled to the deposit in the hat.

6. The horse that has his head at the ending post first, wins the heat.

7. Riders must ride their horses to the weighing post to weigh, and he that dismounts before, or wants weight, is distanced.

8. If a rider fall from his horse, and the horse be rode in by a person that is sufficient weight, he will take place the same as if it had not happened, provided he go back to the place where the rider fell.

9. Horse plates or shoes not allowed in the weight. Horses not entitled to start, without producing a proper certificate of their age, if required, at the time appointed in the articles, except where aged horses are included, and in that case, a *junior* horse may enter without a certificate, provided he carry the same weight as the aged.

10. All bets are for the best of the plate, if nothing is said to the contrary.

11. For the best of the plate, where there are three heats run, the horse is second that wins one.

12. For the best of the heats, the horse is second that beats the other twice out of three times, though he doth not win a heat.

13. A confirmed bet cannot be off without mutual consent.

14. Either of the bettors may demand stakes to be made, and on refusal, declare the bet void.

15. If a party be absent on the day of running, a public declaration of the bet may be made on the course, and a demand, whether any person will make stakes for the absent party ; if no person consent to it, the bet may be declared void.

16. Bets agreed to pay or receive in town, or at any other particular place, cannot be declared off on the course.

17. At Newmarket, if a match be made for a particular day, in any meeting, and the parties agree to change the day, all bets must stand; but if run in a different meeting, the bets made before the alteration are void.

18. The person who lays the odds, has a right to chuse his horse, or the field.

19. When a person has chosen his horse, the field is what starts against him, but there is no field without one starts with him.

20. Bets made for pounds are paid in guineas.

21. If odds are laid without mentioning the horse before it is over, it must be determined as the bets were at the time of making it.

22. Bets made in running are not determined till the plate is won, if that heat is not mentioned at the time of betting.

23. Where a plate is won by two heats, the preference of the horses is determined by the places they are in the second heat.

24. Horses running on the wrong side of the post, and not turning back, distanced.

25. Horses drawn before the plate is won, are distanced.

26. Horses distanced, if their riders cross and jostle, when the articles do not permit it.

27. A bet made after the heat is over, if the horse betted on does not start, is no bet.

28. When three horses have each won a heat, *they only* must start for a fourth, and the preference between them will be determined by it, there being before no difference between them.

29. No distance in a fourth heat.

30. Bets determined, though the horse does

not start, when the words 'absolutely,' 'run or pay,' or 'play or pay,' are made use of in betting; viz. "I bet that Mr. A—'s bl. h. Sampson, 'absolutely' wins the King's plate at "Newmarket next meeting;" the bet is lost though he does not start, and won though he goes over the Course himself.

31. In running of heats, if it cannot be decided which is first, the heat goes for nothing, and they may all start again, except it be in the last heat, and then it must be between the two horses, that if either had won, the race would have been over, but if between two, that the race might not have been determined, then it is no heat, and the others may all start again.

32. Horses that forfeit, are the beaten horses where it is run or pay.

33. Bets made on horses winning any number of plates that year, remain in force till the first day of May.

34. Money given to have a bet laid, not returned if not run.

35. To propose a bet, and say 'done' first to it, the person that replies 'done' to it, makes it a confirmed bet.

36. Matches and bets are void on the decease of either party, before they are determined.

LENGTHS OF THE COURSES AT NEWMARKET.

| | Miles. | Furl. | Yds. |
|---------------------------------------|--------|-------|------|
| The Beacon Course is | 4 | 1 | 138 |
| Last three miles of ditto | 3 | 0 | 45 |
| Ditch-in | 2 | 0 | 97 |
| The last mile and a distance of B. C. | 1 | 1 | 156 |
| Ancaster Mile | 1 | 0 | 18 |
| Fox's Course | 1 | 6 | 55 |
| From the turn of the lands in | 0 | 5 | 104 |

HORSE-RACING.

481

Miles. Furl. Yds.

| | | | |
|--|---|---|-----|
| Clermont Course (from the Ditch to the Duke's stand) | 1 | 5 | 217 |
| Across the Flat | 1 | 2 | 44 |
| Rowley Mile | 1 | 0 | 1 |
| Ditch Mile | 0 | 7 | 178 |
| Abingdon Mile | 0 | 7 | 211 |
| Two middle miles of B. C. | 1 | 7 | 125 |
| Two years old Course | 0 | 5 | 136 |
| Yearling Course | 0 | 2 | 147 |
| Round Course | 3 | 6 | 93 |
| Duke's Course | 4 | 0 | 184 |
| Bunbury Mile | 0 | 7 | 208 |
| Dutton's Course | 3 | 0 | 0 |

The new Round-about Course on the Flat, is about a mile and three quarters.

FORM OF A CERTIFICATE OF HAVING WON A KING'S PLATE.

THESE are to certify, that his majesty's plate of a hundred guineas was won at
the day of
18 , by 's chesnut horse,
called

A. B. Steward.

C. D. Clerk of the Course.

E. { (a) Lord Lieutenant of the County.

To the Master of the Horse to his Majesty.

(a) If the Lord Lieutenant be out of the kingdom, the signature of the person regularly deputed by him is admitted. The Certificate for the Ascot-Heath plate must be signed by the Master of his Majesty's Hounds, instead of the Lord Lieutenant.

[The signature of the Lord Lieutenant alone is sufficient, but that can seldom be obtained without first producing to him a Certificate, signed by the Steward and Clerk of the Course.]

N. B. The Certificate, when properly signed, is payable at sight to the winner of the plate, (or to any other person, if endorsed by the winner) at the office of the Clerk of his Majesty's Stables, in the King's Mews, London.

☞ The Clerk of the Stables requires the person presenting a Certificate for payment to provide a Receipt Stamp.

AN ARTICLE FOR A HORSE-MATCH.

Newmarket, April , 18

A. B.'s Chesnut Colt, now rising four years old, got by _____ out of a Partner Mare, is to run over the Beacon Course at Newmarket, on _____ Tuesday in October, 18 _____, for Forty Guineas, play or pay, and Two Hundred Guineas bye, half forfeit, against C. D.—'s Grey Colt of the same age, got by _____ out of a Crab Mare, carrying ten stone each, to start at the usual hour, each party to maintain his own, with a power reserved to alter the day and hour, or either, by consent.

A. B.—C. D.

CERTIFICATE TO PROVE THE AGE OF A HORSE.

Richmond, Yorkshire.

I do hereby certify, that my Grey Colt now at _____ was bred by me, and that he was no more than four years old last grass. As witness my hand, this _____ day of _____ 18 _____

*

J. C.

TABLES OF ODDS ON DIFFERENT CHANGES OF EVENTS.

TABLE I.

ODDS ON TWO EVENTS; *from 6 to 1 for you, to 6
to 1 against you.*

| Two Events, both in your favour. | | | | 1st. That you do win both. | 2nd. That you do not lose both. | 3d. That you do not win the 1st, and lose the 2d. | 4th. That you do not lose the 1st, and win the 2d. |
|--|-----|--------|-----|----------------------------------|---------------------------------------|--|---|
| 6 to 1 | ... | 6 to 1 | ... | 86 to 13 | 48 to 1 | 43 to 6 | 43 to 6 |
| 6 | 1 | 5 | 1 | 30 | 12 | 6 | 1 |
| 6 | 1 | 4 | 1 | 24 | 11 | 29 | 6 |
| 6 | 1 | 7 | 2 | 2 | 1 | 51 | 12 |
| 6 | 1 | 3 | 1 | 9 | 5 | 27 | 1 |
| 6 | 1 | 5 | 2 | 20 | 19 | 47 | 3 |
| 6 | 1 | 2 | 1 | 4 | 3 | 20 | 25 |
| 6 | 1 | 7 | 4 | 6 | 5 | 73 | 12 |
| 6 | 1 | 3 | 2 | 18 | 17 | 33 | 3 |
| 6 | 1 | 5 | 4 | 10 | 11 | 59 | 4 |
| 6 | 1 | even | ... | 3 | 4 | 13 | 24 |
| 5 | 1 | 5 to 1 | ... | 25 | 11 | 35 | 58 |
| 5 | 1 | 4 | 1 | 2 | 1 | 29 | 13 |
| 5 | 1 | 7 | 2 | 35 | 19 | 26 | 51 |
| 5 | 1 | 3 | 1 | 15 | 9 | 23 | 26 |
| 5 | 1 | 5 | 2 | 25 | 17 | 20 | 47 |
| 5 | 1 | 2 | 1 | 5 | 4 | 17 | 7 |
| 5 | 1 | 7 | 4 | 35 | 1 | 62 | 1 |
| 5 | 1 | 3 | 2 | even | 14 | 1 | 8 |
| 5 | 1 | 5 | 4 | 25 to | 29 | 50 | 59 |
| 5 | 1 | even | ... | 5 | 7 | 11 | 9 |
| 4 | 1 | 4 to 1 | ... | 16 | 9 | 24 | 49 |
| 4 | 1 | 7 | 2 | 28 | 17 | 43 | 11 |
| 4 | 1 | 3 | 1 | 3 | 2 | 19 | 4 |
| 4 | 1 | 5 | 2 | 4 | 3 | 33 | 21 |
| 4 | 1 | 2 | 1 | 8 | 7 | 14 | 8 |
| 4 | 1 | 7 | 4 | 28 | 27 | 51 | 6 |
| 4 | 1 | 3 | 2 | 12 | 13 | 23 | 13 |
| 4 | 1 | 5 | 4 | 4 | 5 | 41 | 48 |
| 4 | 1 | even | ... | 2 | 3 | 9 | 16 |
| 3 | 1 | 3 to 1 | ... | 9 | 7 | 15 | 8 |
| 3 | 1 | 5 | 2 | 15 | 13 | 13 | 2 |
| 3 | 1 | 2 | 1 | even | 11 | 1 | 23 |
| 3 | 1 | 7 | 4 | 21 to | 23 | 10 | 5 |
| | | | | | | | 7 |

| Two EVENTS, both in your favour. | | | | 1st. That you do win both. | 2nd. That you do not lose both. | 3d. That you do not win the 1st, and lose the 2d. | 4th. That you do not lose the 1st, and win the 2d. | | | |
|--|-----|--------|-----|----------------------------------|---------------------------------------|--|---|----|----|----|
| 3 to 1 | ... | 3 to 2 | ... | 9 to 11 | 9 to 1 | 7 to 3 | 17 to 3 | | | |
| 3 | 1 | 5 | 4 | 15 | 8 | 2 | 31 | 5 | | |
| 3 | 1 | even | ... | 3 | 7 | 1 | 5 | 7 | 1 | |
| 5 | 2 | 5 to 2 | ... | 25 | 45 | 4 | 39 | 10 | 39 | 10 |
| 5 | 2 | 2 | 1 | 10 | 19 | 2 | 16 | 5 | 17 | 4 |
| 5 | 2 | 7 | 4 | 5 | 6 | 8 | 57 | 20 | 63 | 14 |
| 5 | 2 | 3 | 2 | 3 | 4 | 4 | 5 | 2 | 29 | 6 |
| 5 | 2 | 5 | 4 | 25 | 38 | 8 | 43 | 20 | 53 | 10 |
| 5 | 2 | even | ... | 5 | 9 | 1 | 9 | 5 | 6 | 1 |
| 2 | 1 | 2 | 1 | 4 | 8 | 1 | 7 | 2 | 7 | 2 |
| 2 | 1 | 7 | 4 | 14 | 19 | 4 | 25 | 8 | 28 | 7 |
| 2 | 1 | 3 | 2 | 2 | 13 | 2 | 11 | 4 | 4 | 1 |
| 2 | 1 | 5 | 4 | 10 | 17 | 4 | 19 | 8 | 22 | 5 |
| 2 | 1 | even | ... | 1 | 5 | 1 | 2 | 1 | 5 | 1 |
| 7 | 4 | 7 to 4 | ... | 49 | 72 | 16 | 93 | 28 | 93 | 28 |
| 7 | 4 | 3 | 2 | 21 | 34 | 8 | 41 | 14 | 43 | 12 |
| 7 | 4 | 5 | 4 | 35 | 64 | 16 | 71 | 28 | 79 | 20 |
| 7 | 4 | even | ... | 7 | 15 | 2 | 15 | 7 | 9 | 2 |
| 3 | 2 | 3 to 4 | ... | 9 | 16 | 4 | 19 | 6 | 19 | 6 |
| 3 | 2 | 5 | 4 | 1 | 2 | 8 | 33 | 12 | 7 | 2 |
| 3 | 2 | even | ... | 3 | 7 | 1 | 7 | 3 | 4 | 1 |
| 5 | 4 | 5 to 4 | ... | 25 | 56 | 16 | 61 | 20 | 61 | 20 |
| 5 | 4 | even | ... | 5 | 13 | 2 | 13 | 5 | 7 | 2 |
| even | ... | even | ... | 1 | 3 | 1 | 3 | 1 | 3 | 1 |

Explanation to the foregoing Tables on Two Events, containing 232 changes, from 6 to 1 for, to 6 to 1 against you, according to the current odds on each event.

In the first line you begin with 6 to 1, both for you in the first column; in the second, it is

2 T 3

6 to 1 *against* you on each; in the third, it is 6 to 1 *for* you, and 6 to 1 *against* you; and, in the fourth, the same reversed.

Suppose two events of 6 to 1, and 3 to 1, both *for* you; look for 6 to 1 and 3 to 1, and you will find it in the first column, 9 to 5 that you win both; in the second, it is 27 to 1 *against* your losing both, equally the same as 6 to 1 and 3 to 1 both *against* you, and that you did not win both; in the third column, it is 11 to 3 that you do not win the first and lose the second, equally the same as if it had been 6 to 1 *for*, and 3 to 1 *against* you, and that you did not win both; and, in the fourth column it is 25 to 3 that you do not lose the first and win the second, the same as if it was 6 to 1 *against* you on the first, and 3 to 1 *for* you on the second.

TABLE II.

ODDS ON THREE EVENTS.

THE following Tables, on Three Events, from 6 to 1 for you, to 6 to 1 against you, which admit of one thousand seven hundred and sixty different changes or forms in their coming off, are regularly ranged with the accurate odds to every change or form of each, and measured as low as either the integers or fractions would admit, (the first column, where the odds are against your winning them all, excepted.)

| THREE EVENTS, all in your favour. | | | | | 1st. Against your win- ning them all. | 2nd. Against your losing all. | 3rd. Against your win- ning the 1st, and losing the 2nd and 3rd. |
|--------------------------------------|--------|------|--------|------|--|-------------------------------------|---|
| 6 to 1 | 6 to 1 | ... | 6 to 1 | ... | 127 to 216 | 342 to 1 | 56½ to 1 |
| 6 | 16 | 1... | 5 | 1... | 19 | 30 293 | 1 48 |
| 6 | 16 | 1... | 4 | 1... | 101 | 144 244 | 1 39½ |
| 6 | 16 | 1... | 3 | 1... | 22 | 27 195 | 1 31½ |
| 6 | 16 | 1... | 5 | 2... | 163 | 180 341 | 2 27½ |
| 6 | 16 | 1... | 2 | 1... | 75 | 72 146 | 1 23½ |
| 6 | 16 | 1... | 7 | 4... | 287 | 252 133½ | 1 21½ |
| 6 | 16 | 1... | 3 | 2... | 137 | 108 121½ | 1 19½ |
| 6 | 16 | 1... | 5 | 4... | 87 | 60 109½ | 1 17½ |
| 6 | 16 | 1... | even | ... | 31 | 18 97 | 1 15½ |
| 6 | 15 | 1... | 5 to 1 | ... | 17 | 25 251 | 1 41 |
| 6 | 15 | 1... | 4 | 1... | 3 | 4 209 | 1 34 |
| 6 | 15 | 1... | 3 | 1... | 13 | 15 167 | 1 27 |
| 6 | 15 | 1... | 5 | 2... | 24 | 25 146 | 1 23½ |
| 6 | 15 | 1... | 2 | 1... | 11 | 10 125 | 1 20 |
| 6 | 15 | 1... | 7 | 4... | 6 | 5 114½ | 1 18½ |
| 6 | 15 | 1... | 3 | 2... | 4 | 3 104 | 1 16½ |
| 6 | 15 | 1... | 5 | 4... | 38 | 25 93½ | 1 14½ |
| 6 | 15 | 1... | even | ... | 9 | 5 83 | 1 13 |
| 6 | 14 | 1... | 4 to 1 | ... | 79 | 96 174 | 1 28½ |
| 6 | 14 | 1... | 3 | 1... | 17 | 18 139 | 1 22½ |
| 6 | 14 | 1... | 5 | 2... | 25 | 24 121½ | 1 19½ |
| 6 | 14 | 1... | 2 | 1... | 19 | 16 104 | 1 16½ |
| 6 | 14 | 1... | 7 | 4... | 31 | 24 95½ | 1 15½ |
| 6 | 14 | 1... | 3 | 2... | 103 | 72 86½ | 1 13½ |
| 6 | 14 | 1... | 5 | 4... | 13 | 8 77½ | 1 12½ |
| 6 | 14 | 1... | even | ... | 23 | 12 69 | 1 10½ |
| 6 | 13 | 1... | 3 to 1 | ... | 29 | 27 111 | 1 17½ |
| 6 | 13 | 1... | 5 | 2... | 53 | 45 97 | 1 15½ |
| 6 | 13 | 1... | 2 | 1... | 4 | 3 83 | 1 13 |
| 6 | 13 | 1... | 7 | 4... | 13 | 9 76 | 1 11½ |
| 6 | 13 | 1... | 3 | 2... | 43 | 27 69 | 1 10½ |
| 6 | 13 | 1... | 5 | 4... | 9 | 5 62 | 1 9½ |
| 6 | 13 | 1... | even | ... | 19 | 9 55 | 1 8 |

| 4th. Against your win- ning the 1st and 2nd, and losing the 3rd. | 5th. Against your losing the 1st, and winning the 2nd and 3rd. | 6th. Against your losing the 1st and 2nd, and winning the 3rd. | 7th. Against your win- ning the 1st and 3rd, and losing the 2nd. | 8th. Against your losing the 1st and 3rd, and winning the 2nd. |
|---|--|---|---|---|
| 84 $\frac{1}{2}$ to 1 | 84 $\frac{1}{2}$ to 1 | 56 $\frac{1}{2}$ to 1 | 84 $\frac{1}{2}$ to 1 | 56 $\frac{1}{2}$ to 1 |
| 7 $\frac{1}{2}$ to 1 | 8 $\frac{1}{2}$ to 1 | 57 $\frac{1}{2}$ to 1 | 8 $\frac{1}{2}$ to 1 | 48 to 1 |
| 5 $\frac{1}{2}$ to 1 | 9 $\frac{1}{2}$ to 1 | 60 $\frac{1}{2}$ to 1 | 9 $\frac{1}{2}$ to 1 | 39 $\frac{1}{2}$ to 1 |
| 4 $\frac{1}{2}$ to 1 | 9 $\frac{1}{2}$ to 1 | 64 $\frac{1}{2}$ to 1 | 9 $\frac{1}{2}$ to 1 | 31 $\frac{1}{2}$ to 1 |
| 3 $\frac{1}{2}$ to 1 | 10 $\frac{1}{2}$ to 1 | 67 $\frac{1}{2}$ to 1 | 10 $\frac{1}{2}$ to 1 | 27 $\frac{1}{2}$ to 1 |
| 3 $\frac{1}{2}$ to 1 | 11 $\frac{1}{2}$ to 1 | 72 $\frac{1}{2}$ to 1 | 11 $\frac{1}{2}$ to 1 | 23 $\frac{1}{2}$ to 1 |
| 2 $\frac{1}{2}$ to 1 | 11 $\frac{1}{2}$ to 1 | 76 to 1 | 11 $\frac{1}{2}$ to 1 | 21 $\frac{1}{2}$ to 1 |
| 2 $\frac{1}{2}$ to 1 | 12 $\frac{1}{2}$ to 1 | 80 $\frac{1}{2}$ to 1 | 12 $\frac{1}{2}$ to 1 | 19 $\frac{1}{2}$ to 1 |
| 2 $\frac{1}{2}$ to 1 | 13 $\frac{1}{2}$ to 1 | 87 $\frac{1}{2}$ to 1 | 13 $\frac{1}{2}$ to 1 | 17 $\frac{1}{2}$ to 1 |
| 31 to 18 | 15 $\frac{1}{2}$ to 1 | 97 to 1 | 15 $\frac{1}{2}$ to 1 | 15 $\frac{1}{2}$ to 1 |
| 7 $\frac{1}{2}$ to 1 | 9 $\frac{1}{2}$ to 1 | 49 $\frac{1}{2}$ to 1 | 7 $\frac{1}{2}$ to 1 | 49 $\frac{1}{2}$ to 1 |
| 6 to 1 | 9 $\frac{1}{2}$ to 1 | 51 $\frac{1}{2}$ to 1 | 7 $\frac{1}{2}$ to 1 | 41 to 1 |
| 4 $\frac{1}{2}$ to 1 | 10 $\frac{1}{2}$ to 1 | 55 to 1 | 8 $\frac{1}{2}$ to 1 | 32 $\frac{1}{2}$ to 1 |
| 3 $\frac{1}{2}$ to 1 | 10 $\frac{1}{2}$ to 1 | 57 $\frac{1}{2}$ to 1 | 8 $\frac{1}{2}$ to 1 | 28 $\frac{1}{2}$ to 1 |
| 3 $\frac{1}{2}$ to 1 | 11 $\frac{1}{2}$ to 1 | 62 to 1 | 9 $\frac{1}{2}$ to 1 | 24 $\frac{1}{2}$ to 1 |
| 2 $\frac{1}{2}$ to 1 | 12 $\frac{1}{2}$ to 1 | 65 to 1 | 10 to 1 | 22 $\frac{1}{2}$ to 1 |
| 5 to 2 | 13 to 1 | 69 to 1 | 10 $\frac{1}{2}$ to 1 | 20 to 1 |
| 2 $\frac{1}{2}$ to 1 | 14 $\frac{1}{2}$ to 1 | 74 $\frac{1}{2}$ to 1 | 11 $\frac{1}{2}$ to 1 | 17 $\frac{1}{2}$ to 1 |
| 9 to 5 | 15 $\frac{1}{2}$ to 1 | 83 to 1 | 13 to 1 | 15 $\frac{1}{2}$ to 1 |
| 6 $\frac{1}{2}$ to 1 | 9 $\frac{1}{2}$ to 1 | 42 $\frac{1}{2}$ to 1 | 6 $\frac{1}{2}$ to 1 | 43 $\frac{1}{2}$ to 1 |
| 4 $\frac{1}{2}$ to 1 | 10 $\frac{1}{2}$ to 1 | 45 $\frac{1}{2}$ to 1 | 6 $\frac{1}{2}$ to 1 | 34 to 1 |
| 4 $\frac{1}{2}$ to 1 | 11 $\frac{1}{2}$ to 1 | 48 to 1 | 7 $\frac{1}{2}$ to 1 | 29 $\frac{1}{2}$ to 1 |
| 3 $\frac{1}{2}$ to 1 | 12 $\frac{1}{2}$ to 1 | 51 $\frac{1}{2}$ to 1 | 7 $\frac{1}{2}$ to 1 | 25 $\frac{1}{2}$ to 1 |
| 3 $\frac{1}{2}$ to 1 | 12 $\frac{1}{2}$ to 1 | 54 to 1 | 8 $\frac{1}{2}$ to 1 | 23 $\frac{1}{2}$ to 1 |
| 2 $\frac{1}{2}$ to 1 | 13 $\frac{1}{2}$ to 1 | 57 $\frac{1}{2}$ to 1 | 8 $\frac{1}{2}$ to 1 | 20 $\frac{1}{2}$ to 1 |
| 2 $\frac{1}{2}$ to 1 | 14 $\frac{1}{2}$ to 1 | 62 to 1 | 9 $\frac{1}{2}$ to 1 | 18 $\frac{1}{2}$ to 1 |
| 23 to 12 | 16 $\frac{1}{2}$ to 1 | 69 to 1 | 10 $\frac{1}{2}$ to 1 | 16 $\frac{1}{2}$ to 1 |
| 5 $\frac{1}{2}$ to 1 | 11 $\frac{1}{2}$ to 1 | 36 $\frac{1}{2}$ to 1 | 5 $\frac{1}{2}$ to 1 | 36 $\frac{1}{2}$ to 1 |
| 4 $\frac{1}{2}$ to 1 | 12 $\frac{1}{2}$ to 1 | 38 $\frac{1}{2}$ to 1 | 5 $\frac{1}{2}$ to 1 | 31 $\frac{1}{2}$ to 1 |
| 3 $\frac{1}{2}$ to 1 | 13 to 1 | 41 to 1 | 6 to 1 | 27 to 1 |
| 3 $\frac{1}{2}$ to 1 | 13 $\frac{1}{2}$ to 1 | 43 to 1 | 6 $\frac{1}{2}$ to 1 | 24 $\frac{1}{2}$ to 1 |
| 2 $\frac{1}{2}$ to 1 | 14 $\frac{1}{2}$ to 1 | 45 $\frac{1}{2}$ to 1 | 6 $\frac{1}{2}$ to 1 | 22 $\frac{1}{2}$ to 1 |
| 5 to 2 | 15 $\frac{1}{2}$ to 1 | 49 $\frac{1}{2}$ to 1 | 7 $\frac{1}{2}$ to 1 | 20 to 1 |
| 2 $\frac{1}{2}$ to 1 | 17 $\frac{1}{2}$ to 1 | 55 to 1 | 8 $\frac{1}{2}$ to 1 | 17 $\frac{1}{2}$ to 1 |

THREE EVENTS,
all in your favour.

| | | | | | | 1st. Against your win- ning them all. | 2nd. Against your losing all. | 3rd. Against your win- ning the 1st, and losing the 2nd and 3rd. |
|--------|----------|-------|--------|-------|-------------------|--|-------------------------------------|---|
| 6 to 1 | 5 to 2 | 2 ... | 5 to 2 | 2 ... | 193 to 150 | 84 $\frac{1}{2}$ to 1 | 13 $\frac{1}{4}$ to 1 | 1 |
| 6 | 1 5 | 2 ... | 2 | 1 ... | 29 20 | 27 $\frac{1}{4}$ to 1 | 11 $\frac{1}{4}$ to 1 | 1 |
| 6 | 1 5 | 2 ... | 7 | 4 ... | 329 210 | 66 $\frac{1}{4}$ to 1 | 10 $\frac{1}{4}$ to 1 | 1 |
| 6 | 1 5 | 2 ... | 3 | 2 ... | 31 18 | 60 $\frac{1}{4}$ to 1 | 9 $\frac{1}{4}$ to 1 | 1 |
| 6 | 1 5 | 2 ... | 5 | 4 ... | 291 150 | 54 $\frac{1}{4}$ to 1 | 8 $\frac{1}{4}$ to 1 | 1 |
| 6 | 1 5 | 2 ... | even | ... | 34 15 | 48 to 1 | 7 $\frac{1}{4}$ to 1 | 1 |
| 6 | 1 2 | 1 ... | 2 to 1 | ... | 39 24 | 62 to 1 | 9 $\frac{1}{4}$ to 1 | 1 |
| 6 | 1 2 | 1 ... | 7 | 4 ... | 7 4 | 56 $\frac{1}{4}$ to 1 | 8 $\frac{1}{4}$ to 1 | 1 |
| 6 | 1 2 | 1 ... | 3 | 2 ... | 23 12 | 51 $\frac{1}{4}$ to 1 | 7 $\frac{1}{4}$ to 1 | 1 |
| 6 | 1 2 | 1 ... | 5 | 4 ... | 129 60 | 46 $\frac{1}{4}$ to 1 | 6 $\frac{1}{4}$ to 1 | 1 |
| 6 | 1 2 | 1 ... | even | ... | 5 2 | 41 to 1 | 6 to 1 | 1 |
| 6 | 1 7 | 4 ... | 7 to 4 | ... | 79 42 | 51 $\frac{1}{4}$ to 1 | 7 $\frac{1}{4}$ to 1 | 1 |
| 6 | 1 7 | 4 ... | 3 | 2 ... | 2 $\frac{1}{4}$ 1 | 47 $\frac{1}{4}$ to 1 | 7 $\frac{1}{4}$ to 1 | 1 |
| 6 | 1 7 | 4 ... | 5 | 4 ... | 23 10 | 42 $\frac{1}{4}$ to 1 | 6 $\frac{1}{4}$ to 1 | 1 |
| 6 | 1 7 | 4 ... | even | ... | 8 3 | 37 $\frac{1}{4}$ to 1 | 5 $\frac{1}{4}$ to 1 | 1 |
| 6 | 1 3 | 2 ... | 3 to 2 | ... | 2 $\frac{1}{4}$ 1 | 42 $\frac{1}{4}$ to 1 | 6 $\frac{1}{4}$ to 1 | 1 |
| 6 | 1 3 | 2 ... | 5 | 4 ... | 5 2 | 38 $\frac{1}{4}$ to 1 | 5 $\frac{1}{4}$ to 1 | 1 |
| 6 | 1 3 | 2 ... | even | ... | 26 9 | 34 to 1 | 4 $\frac{1}{4}$ to 1 | 1 |
| 6 | 1 5 | 4 ... | 5 to 4 | ... | 139 50 | 34 $\frac{1}{4}$ to 1 | 4 $\frac{1}{4}$ to 1 | 1 |
| 6 | 1 5 | 4 ... | even | ... | 16 5 | 30 $\frac{1}{4}$ to 1 | 4 $\frac{1}{4}$ to 1 | 1 |
| 6 | 1 even | ... | even | ... | 22 6 | 27 to 1 | 3 $\frac{1}{4}$ to 1 | 1 |
| 5 | 1 5 to 1 | ... | 5 to 1 | ... | 91 125 | 215 to 1 | 42 $\frac{1}{4}$ to 1 | 1 |
| 5 | 1 5 | 1 ... | 4 | 1 ... | 4 5 | 179 to 1 | 35 to 1 | 1 |
| 5 | 1 5 | 1 ... | 3 | 1 ... | 23 25 | 143 to 1 | 27 $\frac{1}{4}$ to 1 | 1 |
| 5 | 1 5 | 1 ... | 5 | 2 ... | 127 125 | 125 to 1 | 24 $\frac{1}{4}$ to 1 | 1 |
| 5 | 1 5 | 1 ... | 2 | 1 ... | 29 25 | 107 to 1 | 20 $\frac{1}{4}$ to 1 | 1 |
| 5 | 1 5 | 1 ... | 7 | 4 ... | 221 175 | 98 to 1 | 18 $\frac{1}{4}$ to 1 | 1 |
| 5 | 1 5 | 1 ... | 3 | 2 ... | 7 5 | 89 to 1 | 17 to 1 | 1 |
| 5 | 1 5 | 1 ... | 5 | 4 ... | 199 125 | 80 to 1 | 15 $\frac{1}{4}$ to 1 | 1 |
| 5 | 1 5 | 1 ... | even | ... | 47 25 | 71 to 1 | 13 $\frac{1}{4}$ to 1 | 1 |
| 5 | 1 4 | 1 ... | 4 to 1 | ... | 7 8 | 149 to 1 | 29 to 1 | 1 |
| 5 | 1 4 | 1 ... | 3 | 1 ... | even | 119 to 1 | 23 to 1 | 1 |
| 5 | 1 4 | 1 ... | 5 | 2 ... | 11 to 10 | 104 to 1 | 20 to 1 | 1 |
| 5 | 1 4 | 1 ... | 2 | 1 ... | 5 4 | 89 to 1 | 17 to 1 | 1 |

| 4th. Against your win- ning the 1st and 2nd, and losing the 3rd. | 5th. Against your losing the 1st, and winning the 2nd and 3rd. | 6th. Against your losing the 1st and 2nd, and winning the 3rd. | 7th. Against your win- ning the 1st and 3d, and losing the 2nd. | 8th. Against your losing the 1st and 3rd, and winning the 2nd. |
|---|--|---|--|---|
| 44 $\frac{1}{2}$ to 1 | 12 $\frac{1}{2}$ to 1 | 33 $\frac{1}{2}$ to 1 | 44 $\frac{1}{2}$ to 1 | 33 $\frac{1}{2}$ to 1 |
| 3 $\frac{1}{2}$ to 1 | 13 $\frac{1}{2}$ to 1 | 35 $\frac{1}{2}$ to 1 | 5 $\frac{1}{2}$ to 1 | 28 $\frac{1}{2}$ to 1 |
| 3 $\frac{1}{2}$ to 1 | 14 $\frac{1}{2}$ to 1 | 37 $\frac{1}{2}$ to 1 | 5 $\frac{1}{2}$ to 1 | 25 $\frac{1}{2}$ to 1 |
| 3 $\frac{1}{2}$ to 1 | 15 $\frac{1}{2}$ to 1 | 39 $\frac{1}{2}$ to 1 | 5 $\frac{1}{2}$ to 1 | 23 $\frac{1}{2}$ to 1 |
| 2 $\frac{1}{2}$ to 1 | 16 $\frac{1}{2}$ to 1 | 43 $\frac{1}{2}$ to 1 | 6 $\frac{1}{2}$ to 1 | 21 $\frac{1}{2}$ to 1 |
| 34 15 | 18 $\frac{1}{2}$ to 1 | 48 to 1 | 7 $\frac{1}{2}$ to 1 | 18 $\frac{1}{2}$ to 1 |
| 4 $\frac{1}{2}$ to 1 | 14 $\frac{1}{2}$ to 1 | 30 $\frac{1}{2}$ to 1 | 4 $\frac{1}{2}$ to 1 | 30 $\frac{1}{2}$ to 1 |
| 3 $\frac{1}{2}$ to 1 | 15 $\frac{1}{2}$ to 1 | 32 to 1 | 4 $\frac{1}{2}$ to 1 | 27 $\frac{1}{2}$ to 1 |
| 3 $\frac{1}{2}$ to 1 | 16 $\frac{1}{2}$ to 1 | 34 to 1 | 4 $\frac{1}{2}$ to 1 | 25 $\frac{1}{2}$ to 1 |
| 2 $\frac{1}{2}$ to 1 | 17 $\frac{1}{2}$ to 1 | 36 $\frac{1}{2}$ to 1 | 5 $\frac{1}{2}$ to 1 | 22 $\frac{1}{2}$ to 1 |
| 5 to 2 | 20 to 1 | 41 to 1 | 6 to 1 | 20 to 1 |
| 4 $\frac{1}{2}$ to 1 | 16 $\frac{1}{2}$ to 1 | 29 $\frac{1}{2}$ to 1 | 4 $\frac{1}{2}$ to 1 | 29 $\frac{1}{2}$ to 1 |
| 3 $\frac{1}{2}$ to 1 | 17 $\frac{1}{2}$ to 1 | 31 $\frac{1}{2}$ to 1 | 4 $\frac{1}{2}$ to 1 | 26 $\frac{1}{2}$ to 1 |
| 3 $\frac{1}{2}$ to 1 | 18 $\frac{1}{2}$ to 1 | 33 $\frac{1}{2}$ to 1 | 4 $\frac{1}{2}$ to 1 | 23 $\frac{1}{2}$ to 1 |
| 2 $\frac{1}{2}$ to 1 | 21 to 1 | 37 $\frac{1}{2}$ to 1 | 5 $\frac{1}{2}$ to 1 | 21 to 1 |
| 3 $\frac{1}{2}$ to 1 | 18 $\frac{1}{2}$ to 1 | 28 $\frac{1}{2}$ to 1 | 3 $\frac{1}{2}$ to 1 | 28 $\frac{1}{2}$ to 1 |
| 3 $\frac{1}{2}$ to 1 | 20 to 1 | 30 $\frac{1}{2}$ to 1 | 4 $\frac{1}{2}$ to 1 | 25 $\frac{1}{2}$ to 1 |
| 26 9 | 22 $\frac{1}{2}$ to 1 | 34 to 1 | 4 $\frac{1}{2}$ to 1 | 22 $\frac{1}{2}$ to 1 |
| 3 $\frac{1}{2}$ to 1 | 21 $\frac{1}{2}$ to 1 | 27 $\frac{1}{2}$ to 1 | 3 $\frac{1}{2}$ to 1 | 27 $\frac{1}{2}$ to 1 |
| 3 $\frac{1}{2}$ to 1 | 24 $\frac{1}{2}$ to 1 | 30 $\frac{1}{2}$ to 1 | 4 $\frac{1}{2}$ to 1 | 24 $\frac{1}{2}$ to 1 |
| 3 $\frac{1}{2}$ to 1 | 27 to 1 | 27 to 1 | 3 $\frac{1}{2}$ to 1 | 27 to 1 |
| 7 $\frac{1}{2}$ to 1 | 7 $\frac{1}{2}$ to 1 | 42 $\frac{1}{2}$ to 1 | 7 $\frac{1}{2}$ to 1 | 42 $\frac{1}{2}$ to 1 |
| 6 $\frac{1}{2}$ to 1 | 8 to 1 | 44 to 1 | 8 to 1 | 35 to 1 |
| 4 $\frac{1}{2}$ to 1 | 8 $\frac{1}{2}$ to 1 | 47 to 1 | 8 $\frac{1}{2}$ to 1 | 27 $\frac{1}{2}$ to 1 |
| 4 $\frac{1}{2}$ to 1 | 9 $\frac{1}{2}$ to 1 | 49 $\frac{1}{2}$ to 1 | 9 $\frac{1}{2}$ to 1 | 24 $\frac{1}{2}$ to 1 |
| 3 $\frac{1}{2}$ to 1 | 9 $\frac{1}{2}$ to 1 | 53 to 1 | 9 $\frac{1}{2}$ to 1 | 20 $\frac{1}{2}$ to 1 |
| 2 $\frac{1}{2}$ to 1 | 10 $\frac{1}{2}$ to 1 | 55 $\frac{1}{2}$ to 1 | 10 $\frac{1}{2}$ to 1 | 18 $\frac{1}{2}$ to 1 |
| 2 $\frac{1}{2}$ to 1 | 11 to 1 | 59 to 1 | 11 to 1 | 17 to 1 |
| 2 $\frac{1}{2}$ to 1 | 11 $\frac{1}{2}$ to 1 | 63 $\frac{1}{2}$ to 1 | 11 $\frac{1}{2}$ to 1 | 15 $\frac{1}{2}$ to 1 |
| 47 25 | 13 $\frac{1}{2}$ to 1 | 71 to 1 | 13 $\frac{1}{2}$ to 1 | 13 $\frac{1}{2}$ to 1 |
| 6 $\frac{1}{2}$ to 1 | 8 $\frac{1}{2}$ to 1 | 36 $\frac{1}{2}$ to 1 | 6 $\frac{1}{2}$ to 1 | 36 $\frac{1}{2}$ to 1 |
| 5 to 1 | 9 to 1 | 29 to 1 | 7 to 1 | 29 to 1 |
| 4 to 1 | 9 $\frac{1}{2}$ to 1 | 41 to 1 | 7 $\frac{1}{2}$ to 1 | 25 $\frac{1}{2}$ to 1 |
| 3 to 1 | 10 $\frac{1}{2}$ to 1 | 44 to 1 | 8 $\frac{1}{2}$ to 1 | 21 $\frac{1}{2}$ to 1 |

| THREE EVENTS, all in your favour. | | | | 1st. Against your win- ning them all. | 2nd. Against your losing all. | 3rd. Against your win- ning the 1st, and losing the 2nd and 3rd. | | | | |
|--------------------------------------|---------|------|--------|--|-------------------------------------|---|----------|---|-----|---|
| 5 to 1 | 4 to 1 | ... | 7 to 4 | ... | 19 to 14 | 81½ to 1 | 15½ to 1 | | | |
| 5 | 14 | 1... | 3 | 2... | 3 | 2 | 74 | 1 | 14 | 1 |
| 5 | 14 | 1... | 5 | 4... | 17 | 10 | 66½ | 1 | 12½ | 1 |
| 5 | 14 | 1... | even | ... | 2 | 1 | 59 | 1 | 11 | 1 |
| 5 | 13 | 1... | 3 to 1 | ... | 51 | 45 | 95 | 1 | 18½ | 1 |
| 5 | 13 | 1... | 5 | 2... | 31 | 25 | 83 | 1 | 15½ | 1 |
| 5 | 13 | 1... | 2 | 1... | 7 | 5 | 71 | 1 | 13½ | 1 |
| 5 | 13 | 1... | 7 | 4... | 159 | 105 | 65 | 1 | 12½ | 1 |
| 5 | 13 | 1... | 3 | 2... | 5 | 3 | 59 | 1 | 11 | 1 |
| 5 | 13 | 1... | 5 | 4... | 47 | 25 | 53 | 1 | 9½ | 1 |
| 5 | 13 | 1... | even | ... | 11 | 5 | 47 | 1 | 8½ | 1 |
| 5 | 15 | 2... | 5 to 2 | ... | 169 | 125 | 72½ | 1 | 13½ | 1 |
| 5 | 15 | 2... | 2 | 1... | 38 | 25 | 62 | 1 | 11½ | 1 |
| 5 | 15 | 2... | 7 | 4... | 41 | 25 | 56½ | 1 | 10½ | 1 |
| 5 | 15 | 2... | 3 | 2... | 9 | 5 | 51½ | 1 | 9½ | 1 |
| 5 | 15 | 2... | 5 | 4... | 253 | 125 | 46½ | 1 | 8½ | 1 |
| 5 | 15 | 2... | even | ... | 59 | 25 | 41 | 1 | 7½ | 1 |
| 5 | 12 | 1... | 2 to 1 | ... | 17 | 10 | 53 | 1 | 9½ | 1 |
| 5 | 12 | 1... | 7 | 4... | 64 | 35 | 48½ | 1 | 8½ | 1 |
| 5 | 12 | 1... | 3 | 2... | 2 | 1 | 44 | 1 | 8 | 1 |
| 5 | 12 | 1... | 5 | 4... | 56 | 25 | 39½ | 1 | 7½ | 1 |
| 5 | 12 | 1... | even | ... | 13 | 5 | 35 | 1 | 6½ | 1 |
| 5 | 17 | 4... | 7 to 4 | ... | 481 | 245 | 44½ | 1 | 8½ | 1 |
| 5 | 17 | 4... | 3 | 2... | 225 | 105 | 40½ | 1 | 7½ | 1 |
| 5 | 17 | 4... | 5 | 4... | 419 | 175 | 36½ | 1 | 6½ | 1 |
| 5 | 17 | 4... | even | ... | 97 | 35 | 32 | 1 | 5½ | 1 |
| 5 | 13 | 2... | 3 to 2 | ... | 7 | 3 | 36½ | 1 | 6½ | 1 |
| 5 | 13 | 2... | 5 | 4... | 13 | 5 | 32½ | 1 | 5½ | 1 |
| 5 | 13 | 2... | even | ... | 3 | 1 | 29 | 1 | 5 | 1 |
| 5 | 15 | 4... | 5 to 4 | ... | 361 | 125 | 29½ | 1 | 5½ | 1 |
| 5 | 15 | 4... | even | ... | 83 | 25 | 26 | 1 | 4½ | 1 |
| 5 | 1 | even | even | ... | 19 | 5 | 23 | 1 | 3½ | 1 |
| 4 | 14 to 1 | ... | 4 to 1 | ... | 61 | 64 | 124 | 1 | 30½ | 1 |
| 4 | 14 | 1... | 3 | 1... | 13 | 12 | 99 | 1 | 24 | 1 |

| 4th. Against your win- ning the 1st and 2nd, and losing the 3rd. | 5th. Against your losing the 1st, and winning the 2nd and 3rd. | 6th. Against your losing the 1st and 2nd, and winning the 3rd. | 7th. Against your win- ning the 1st and 3rd, and losing the 2nd. | 8th. Against your losing the 1st and 3rd, and winning the 2nd. |
|---|--|---|---|---|
| 3 $\frac{1}{2}$ to 1 | 10 $\frac{1}{2}$ to 1 | 46 $\frac{1}{2}$ to 1 | 9 to 1 | 19 $\frac{1}{2}$ to 1 |
| 2 $\frac{1}{2}$ to 1 | 11 $\frac{1}{2}$ to 1 | 49 to 1 | 9 to 1 | 17 $\frac{1}{2}$ to 1 |
| 2 $\frac{1}{2}$ to 1 | 12 $\frac{1}{2}$ to 1 | 53 to 1 | 9 $\frac{1}{2}$ to 1 | 15 $\frac{1}{2}$ to 1 |
| 2 to 1 | 14 to 1 | 59 to 1 | 11 to 1 | 14 to 1 |
| 5 $\frac{1}{2}$ to 1 | 9 $\frac{1}{2}$ to 1 | 31 to 1 | 5 $\frac{1}{2}$ to 1 | 31 to 1 |
| 4 $\frac{1}{2}$ to 1 | 10 $\frac{1}{2}$ to 1 | 32 $\frac{1}{2}$ to 1 | 5 $\frac{1}{2}$ to 1 | 27 to 1 |
| 3 $\frac{1}{2}$ to 1 | 11 to 1 | 35 to 1 | 6 $\frac{1}{2}$ to 1 | 23 to 1 |
| 3 $\frac{1}{2}$ to 1 | 11 $\frac{1}{2}$ to 1 | 36 $\frac{1}{2}$ to 1 | 6 $\frac{1}{2}$ to 1 | 21 to 1 |
| 3 to 1 | 12 $\frac{1}{2}$ to 1 | 39 to 1 | 7 to 1 | 19 to 1 |
| 2 $\frac{1}{2}$ to 1 | 13 $\frac{1}{2}$ to 1 | 42 $\frac{1}{2}$ to 1 | 7 $\frac{1}{2}$ to 1 | 17 to 1 |
| 2 $\frac{1}{2}$ to 1 | 15 to 1 | 47 to 1 | 8 $\frac{1}{2}$ to 1 | 15 to 1 |
| 4 $\frac{1}{2}$ to 1 | 10 $\frac{1}{2}$ to 1 | 28 $\frac{1}{2}$ to 1 | 4 $\frac{1}{2}$ to 1 | 28 $\frac{1}{2}$ to 1 |
| 4 $\frac{1}{2}$ to 1 | 11 $\frac{1}{2}$ to 1 | 30 $\frac{1}{2}$ to 1 | 5 $\frac{1}{2}$ to 1 | 24 $\frac{1}{2}$ to 1 |
| 3 $\frac{1}{2}$ to 1 | 12 $\frac{1}{2}$ to 1 | 32 to 1 | 5 $\frac{1}{2}$ to 1 | 22 $\frac{1}{2}$ to 1 |
| 3 $\frac{1}{2}$ to 1 | 13 to 1 | 34 to 1 | 6 to 1 | 20 to 1 |
| 2 $\frac{1}{2}$ to 1 | 14 $\frac{1}{2}$ to 1 | 36 $\frac{1}{2}$ to 1 | 6 $\frac{1}{2}$ to 1 | 17 $\frac{1}{2}$ to 1 |
| 2 $\frac{1}{2}$ to 1 | 15 $\frac{1}{2}$ to 1 | 41 to 1 | 7 $\frac{1}{2}$ to 1 | 15 $\frac{1}{2}$ to 1 |
| 4 $\frac{1}{2}$ to 1 | 12 $\frac{1}{2}$ to 1 | 26 to 1 | 4 $\frac{1}{2}$ to 1 | 26 to 1 |
| 3 $\frac{1}{2}$ to 1 | 13 $\frac{1}{2}$ to 1 | 27 $\frac{1}{2}$ to 1 | 4 $\frac{1}{2}$ to 1 | 23 $\frac{1}{2}$ to 1 |
| 5 $\frac{1}{2}$ to 1 | 14 to 1 | 29 to 1 | 5 to 1 | 21 $\frac{1}{2}$ to 1 |
| 3 $\frac{1}{2}$ to 1 | 15 $\frac{1}{2}$ to 1 | 31 $\frac{1}{2}$ to 1 | 5 $\frac{1}{2}$ to 1 | 19 $\frac{1}{2}$ to 1 |
| 2 $\frac{1}{2}$ to 1 | 17 to 1 | 35 to 1 | 6 $\frac{1}{2}$ to 1 | 17 to 1 |
| 4 $\frac{1}{2}$ to 1 | 13 $\frac{1}{2}$ to 1 | 24 $\frac{1}{2}$ to 1 | 4 $\frac{1}{2}$ to 1 | 24 $\frac{1}{2}$ to 1 |
| 3 $\frac{1}{2}$ to 1 | 14 $\frac{1}{2}$ to 1 | 26 $\frac{1}{2}$ to 1 | 4 $\frac{1}{2}$ to 1 | 22 $\frac{1}{2}$ to 1 |
| 5 $\frac{1}{2}$ to 1 | 15 $\frac{1}{2}$ to 1 | 28 $\frac{1}{2}$ to 1 | 4 $\frac{1}{2}$ to 1 | 20 $\frac{1}{2}$ to 1 |
| 2 $\frac{1}{2}$ to 1 | 17 $\frac{1}{2}$ to 1 | 32 to 1 | 5 $\frac{1}{2}$ to 1 | 17 $\frac{1}{2}$ to 1 |
| 4 to 1 | 15 $\frac{1}{2}$ to 1 | 24 to 1 | 4 to 1 | 24 to 1 |
| 3 $\frac{1}{2}$ to 1 | 17 to 1 | 26 to 1 | 4 $\frac{1}{2}$ to 1 | 21 $\frac{1}{2}$ to 1 |
| 3 to 1 | 19 to 1 | 29 to 1 | 5 to 1 | 19 to 1 |
| 3 $\frac{1}{2}$ to 1 | 18 $\frac{1}{2}$ to 1 | 23 $\frac{1}{2}$ to 1 | 3 $\frac{1}{2}$ to 1 | 23 $\frac{1}{2}$ to 1 |
| 3 $\frac{1}{2}$ to 1 | 20 $\frac{1}{2}$ to 1 | 26 to 1 | 4 $\frac{1}{2}$ to 1 | 20 $\frac{1}{2}$ to 1 |
| 3 $\frac{1}{2}$ to 1 | 23 to 1 | 23 to 1 | 3 $\frac{1}{2}$ to 1 | 23 to 1 |
| 6 $\frac{1}{2}$ to 1 | 6 $\frac{1}{2}$ to 1 | 30 $\frac{1}{2}$ to 1 | 6 $\frac{1}{2}$ to 1 | 30 $\frac{1}{2}$ to 1 |
| 5 $\frac{1}{2}$ to 1 | 7 $\frac{1}{2}$ to 1 | 32 $\frac{1}{2}$ to 1 | 7 $\frac{1}{2}$ to 1 | 24 to 1 |

| THREE EVENTS, all in your favour. | | | | | 1st. Against your win- ning them all. | 2nd. Against your losing all. | 3rd. Against your win- ning the 1st. and losing the 2nd and 3rd. |
|--------------------------------------|--------|-----|--------|-----|--|-------------------------------------|---|
| 4 to 1 | 4 to 1 | ... | 5 to 2 | ... | 19 to 16 | 86½ to 1 | 207 to 1 |
| 4 14 | 1 | ... | 2 1 | ... | 43 32 | 74 1 | 17½ 1 |
| 4 14 | 1 | ... | 7 4 | ... | 163 112 | 67½ 1 | 16½ 1 |
| 4 14 | 1 | ... | 3 2 | ... | 77 48 | 61½ 1 | 14½ 1 |
| 4 14 | 1 | ... | 5 4 | ... | 29 16 | 55½ 1 | 13½ 1 |
| 4 14 | 1 | ... | even | ... | 17 8 | 49 1 | 11½ 1 |
| 4 13 | 1 | ... | 3 to 1 | ... | 11 9 | 79 1 | 19 1 |
| 4 13 | 1 | ... | 5 2 | ... | 4 3 | 69 1 | 16½ 1 |
| 4 13 | 1 | ... | 2 1 | ... | 3 2 | 59 1 | 14 1 |
| 4 13 | 1 | ... | 7 4 | ... | 34 21 | 54 1 | 12½ 1 |
| 4 13 | 1 | ... | 3 2 | ... | 16 9 | 49 1 | 11½ 1 |
| 4 13 | 1 | ... | 5 4 | ... | 2 1 | 44 1 | 10½ 1 |
| 4 13 | 1 | ... | even | ... | 7 3 | 39 1 | 9 1 |
| 4 15 | 2 | ... | 5 to 2 | ... | 29 20 | 60½ 1 | 14½ 1 |
| 4 15 | 2 | ... | 2 1 | ... | 13 8 | 51½ 1 | 12½ 1 |
| 4 15 | 2 | ... | 7 4 | ... | 7 4 | 47½ 1 | 11½ 1 |
| 4 15 | 2 | ... | 3 2 | ... | 23 12 | 42½ 1 | 9½ 1 |
| 4 15 | 2 | ... | 5 4 | ... | 43 20 | 38½ 1 | 8½ 1 |
| 4 15 | 2 | ... | even | ... | 5 2 | 34 1 | 7½ 1 |
| 4 12 | 1 | ... | 2 to 1 | ... | 29 16 | 44 1 | 10½ 1 |
| 4 12 | 1 | ... | 7 4 | ... | 109 56 | 40½ 1 | 9½ 1 |
| 4 12 | 1 | ... | 3 2 | ... | 17 8 | 36½ 1 | 8½ 1 |
| 4 12 | 1 | ... | 5 4 | ... | 19 8 | 32½ 1 | 7½ 1 |
| 4 12 | 1 | ... | even | ... | 11 4 | 29 1 | 6½ 1 |
| 4 17 | 4 | ... | 7 to 4 | ... | 409 196 | 36½ 1 | 84½ 1 |
| 4 17 | 4 | ... | 3 2 | ... | 191 84 | 33½ 1 | 7½ 1 |
| 4 17 | 4 | ... | 5 4 | ... | 71 28 | 29½ 1 | 6½ 1 |
| 4 17 | 4 | ... | even | ... | 41 14 | 26½ 1 | 5½ 1 |
| 4 13 | 2 | ... | 3 to 2 | ... | 89 36 | 30½ 1 | 6½ 1 |
| 4 13 | 2 | ... | 5 4 | ... | 11 4 | 27½ 1 | 6½ 1 |
| 4 13 | 2 | ... | even | ... | 19 6 | 24 1 | 5½ 1 |
| 4 15 | 4 | ... | 5 to 4 | ... | 61 20 | 24½ 1 | 52½ 1 |
| 4 15 | 4 | ... | even | ... | 7 2 | 21½ 1 | 4½ 1 |
| 4 1 | even | ... | even | ... | 4 1 | 19 1 | 4 1 |

| 4th. Against your win- ning the 1st and 2nd, and losing the 3d. | 5th. Against your losing the 1st, and winning the 2d and 3rd. | 6th. Against your losing the 1st and 2nd, and winning the 3rd. | 7th. Against your win- ning the 1st and 3rd, and losing the 2nd. | 8th. Against your losing the 1st and 3rd, and winning the 2nd. |
|--|---|---|---|---|
| 4 $\frac{1}{2}$ ₃₂ to 1 | 7 $\frac{3}{4}$ ₄ to 1 | 34 to 1 | 7 $\frac{3}{4}$ to 1 | 20 $\frac{7}{8}$ to 1 |
| 3 $\frac{1}{2}$ ₁₆ 1 | 8 $\frac{3}{8}$ 1 | 36 $\frac{1}{2}$ 1 | 8 $\frac{3}{8}$ 1 | 17 $\frac{3}{4}$ 1 |
| 3 $\frac{1}{2}$ ₈₄ 1 | 8 $\frac{23}{28}$ 1 | 38 $\frac{3}{4}$ 1 | 8 $\frac{23}{28}$ 1 | 16 $\frac{3}{16}$ 1 |
| 2 $\frac{2}{3}$ ₃₂ 1 | 9 $\frac{5}{12}$ 1 | 40 $\frac{2}{3}$ 1 | 9 $\frac{5}{12}$ 1 | 14 $\frac{5}{8}$ 1 |
| 2 $\frac{2}{3}$ ₂₄ 1 | 10 $\frac{1}{4}$ 1 | 44 1 | 10 $\frac{1}{4}$ 1 | 13 $\frac{1}{16}$ 1 |
| 2 $\frac{1}{2}$ ₈ 1 | 11 $\frac{1}{2}$ 1 | 49 1 | 11 $\frac{1}{2}$ 1 | 11 $\frac{1}{4}$ 1 |
| 5 $\frac{1}{2}$ ₈ 1 | 7 $\frac{5}{8}$ 1 | 25 $\frac{2}{3}$ 1 | 5 $\frac{2}{5}$ 1 | 25 $\frac{1}{3}$ 1 |
| 4 $\frac{1}{2}$ 1 | 8 $\frac{1}{3}$ 1 | 27 1 | 6 1 | 22 $\frac{1}{3}$ 1 |
| 4 1 | 9 1 | 29 1 | 6 $\frac{1}{2}$ 1 | 19 1 |
| 3 $\frac{7}{12}$ 1 | 9 $\frac{10}{21}$ 1 | 30 $\frac{3}{4}$ 1 | 6 $\frac{1}{4}$ 1 | 17 $\frac{1}{4}$ 1 |
| 3 $\frac{1}{4}$ 1 | 10 $\frac{1}{9}$ 1 | 32 $\frac{1}{2}$ 1 | 7 $\frac{1}{3}$ 1 | 15 $\frac{2}{3}$ 1 |
| 2 $\frac{3}{4}$ 1 | 11 1 | 35 1 | 8 1 | 14 1 |
| 2 $\frac{1}{2}$ 1 | 12 $\frac{1}{3}$ 1 | 39 1 | 9 1 | 12 $\frac{1}{3}$ 1 |
| 5 $\frac{1}{8}$ 1 | 8 $\frac{1}{2}$ 1 | 23 $\frac{1}{2}$ 1 | 5 $\frac{1}{8}$ 1 | 23 $\frac{1}{2}$ 1 |
| 4 $\frac{1}{4}$ 1 | 9 $\frac{1}{2}$ 1 | 25 $\frac{1}{4}$ 1 | 5 $\frac{2}{16}$ 1 | 20 1 |
| 3 $\frac{13}{16}$ 1 | 10 1 | 26 $\frac{1}{2}$ 1 | 5 $\frac{7}{8}$ 1 | 18 $\frac{1}{4}$ 1 |
| 3 $\frac{3}{8}$ 1 | 10 $\frac{2}{3}$ 1 | 28 $\frac{1}{2}$ 1 | 6 $\frac{7}{24}$ 1 | 16 $\frac{1}{2}$ 1 |
| 2 $\frac{15}{16}$ 1 | 11 $\frac{1}{2}$ 1 | 30 $\frac{1}{2}$ 1 | 6 $\frac{7}{8}$ 1 | 14 $\frac{1}{4}$ 1 |
| 5 1 | 13 1 | 34 1 | 7 $\frac{1}{4}$ 1 | 13 1 |
| 4 $\frac{5}{8}$ 1 | 10 $\frac{1}{4}$ 1 | 21 $\frac{1}{2}$ 1 | 4 $\frac{5}{8}$ 1 | 21 $\frac{1}{2}$ 1 |
| 4 $\frac{5}{32}$ 1 | 10 $\frac{1}{14}$ 1 | 22 $\frac{1}{4}$ 1 | 4 $\frac{25}{28}$ 1 | 19 $\frac{5}{8}$ 1 |
| 3 $\frac{11}{16}$ 1 | 11 $\frac{1}{2}$ 1 | 24 1 | 5 $\frac{1}{4}$ 1 | 17 $\frac{1}{4}$ 1 |
| 3 $\frac{7}{32}$ 1 | 12 $\frac{1}{2}$ 1 | 26 1 | 5 $\frac{1}{2}$ 1 | 15 $\frac{7}{8}$ 1 |
| 2 $\frac{3}{4}$ 1 | 14 1 | 29 1 | 6 $\frac{1}{2}$ 1 | 14 1 |
| 4 $\frac{45}{112}$ 1 | 11 $\frac{7}{40}$ 1 | 20 $\frac{17}{28}$ 1 | 4 $\frac{45}{112}$ 1 | 20 $\frac{17}{28}$ 1 |
| 3 $\frac{5}{16}$ 1 | 12 $\frac{3}{21}$ 1 | 21 $\frac{11}{12}$ 1 | 4 $\frac{35}{48}$ 1 | 18 $\frac{9}{14}$ 1 |
| 3 $\frac{47}{112}$ 1 | 13 $\frac{1}{7}$ 1 | 23 $\frac{1}{4}$ 1 | 5 $\frac{3}{16}$ 1 | 16 $\frac{13}{28}$ 1 |
| 2 $\frac{13}{14}$ 1 | 14 $\frac{1}{7}$ 1 | 26 $\frac{1}{2}$ 1 | 5 $\frac{7}{8}$ 1 | 14 $\frac{5}{7}$ 1 |
| 4 $\frac{5}{24}$ 1 | 12 $\frac{2}{9}$ 1 | 19 $\frac{1}{2}$ 1 | 4 $\frac{5}{24}$ 1 | 19 $\frac{1}{2}$ 1 |
| 3 $\frac{33}{48}$ 1 | 14 1 | 21 $\frac{1}{2}$ 1 | 4 $\frac{5}{8}$ 1 | 17 $\frac{1}{4}$ 1 |
| 3 $\frac{1}{4}$ 1 | 15 $\frac{2}{3}$ 1 | 24 1 | 5 $\frac{1}{4}$ 1 | 15 $\frac{3}{4}$ 1 |
| 4 $\frac{1}{16}$ 1 | 15 $\frac{1}{15}$ 1 | 19 $\frac{1}{4}$ 1 | 4 $\frac{1}{16}$ 1 | 19 $\frac{1}{4}$ 1 |
| 3 $\frac{1}{2}$ 1 | 17 1 | 21 $\frac{1}{2}$ 1 | 4 $\frac{1}{8}$ 1 | 17 1 |
| 4 1 | 19 1 | 19 1 | 4 1 | 19 1 |

| THREE EVENTS, all in your favour. | | | | | 1st. Against your win- ning them all. | 2nd. Against your losing all. | 3rd. Against your win- ning the 1st, and losing the 2nd and 3rd. |
|--------------------------------------|--------|--------|--------|-----|--|-------------------------------------|---|
| 3 to 1 | 3 to 1 | ... | 3 to 1 | ... | 37 to 27 | 63 to 1 | 20 $\frac{1}{2}$ to 1 |
| 3 13 | 1 ... | 5 2 | ... | ... | 67 45 | 55 1 | 17 $\frac{1}{2}$ 1 |
| 3 13 | 1 ... | 2 1 | ... | ... | 5 3 | 47 1 | 15 1 |
| 3 13 | 1 ... | 7 4 | ... | ... | 113 63 | 43 1 | 13 $\frac{3}{4}$ 1 |
| 3 13 | 1 ... | 3 2 | ... | ... | 53 27 | 39 1 | 12 $\frac{1}{2}$ 1 |
| 3 13 | 1 ... | 5 4 | ... | ... | 99 45 | 35 1 | 11 1 |
| 3 13 | 1 ... | even | ... | ... | 23 9 | 31 1 | 9 $\frac{3}{4}$ 1 |
| 3 15 | 2 ... | 5 to 2 | ... | ... | 121 75 | 48 1 | 15 $\frac{1}{2}$ 1 |
| 3 15 | 2 ... | 2 1 | ... | ... | 9 5 | 41 1 | 13 1 |
| 3 15 | 2 ... | 7 4 | ... | ... | 29 15 | 37 $\frac{1}{2}$ 1 | 11 $\frac{1}{2}$ 1 |
| 3 15 | 2 ... | 3 2 | ... | ... | 19 9 | 34 1 | 10 $\frac{3}{4}$ 1 |
| 3 15 | 2 ... | 5 4 | ... | ... | 59 25 | 30 $\frac{1}{2}$ 1 | 9 $\frac{1}{2}$ 1 |
| 3 15 | 2 ... | even | ... | ... | 41 15 | 27 1 | 8 $\frac{1}{2}$ 1 |
| 3 12 | 1 ... | 2 to 1 | ... | ... | 9 1 | 35 1 | 11 1 |
| 3 12 | 1 ... | 7 4 | ... | ... | 15 7 | 32 1 | 10 1 |
| 3 12 | 1 ... | 3 2 | ... | ... | 7 3 | 29 1 | 9 1 |
| 3 12 | 1 ... | 5 4 | ... | ... | 13 5 | 26 1 | 8 1 |
| 3 12 | 1 ... | even | ... | ... | 3 1 | 23 1 | 7 1 |
| 3 17 | 4 ... | 7 to 4 | ... | ... | 337 147 | 29 $\frac{1}{2}$ 1 | 9 $\frac{1}{2}$ 1 |
| 3 17 | 4 ... | 3 2 | ... | ... | 157 63 | 26 $\frac{1}{2}$ 1 | 8 $\frac{1}{2}$ 1 |
| 3 17 | 4 ... | 5 4 | ... | ... | 97 35 | 23 $\frac{1}{2}$ 1 | 7 $\frac{1}{2}$ 1 |
| 3 17 | 4 ... | even | ... | ... | 67 21 | 21 1 | 6 $\frac{1}{2}$ 1 |
| 3 13 | 2 ... | 3 to 2 | ... | ... | 73 27 | 24 1 | 7 $\frac{1}{2}$ 1 |
| 3 13 | 2 ... | 5 4 | ... | ... | 3 1 | 21 $\frac{1}{2}$ 1 | 6 $\frac{1}{2}$ 1 |
| 3 13 | 2 ... | even | ... | ... | 31 9 | 19 1 | 5 $\frac{1}{2}$ 1 |
| 3 15 | 4 ... | 5 to 4 | ... | ... | 83 25 | 19 $\frac{1}{2}$ 1 | 5 $\frac{1}{2}$ 1 |
| 3 15 | 4 ... | even | ... | ... | 19 5 | 17 1 | 5 1 |
| 3 1 even | ... | even | ... | ... | 13 3 | 15 1 | 4 $\frac{1}{2}$ 1 |
| 5 25 to 2 | ... | 5 to 2 | ... | ... | 218 125 | 41 $\frac{7}{8}$ 1 | 16 $\frac{1}{10}$ 1 |
| 5 25 | 2 ... | 2 1 | ... | ... | 97 50 | 35 $\frac{1}{2}$ 1 | 13 $\frac{7}{10}$ 1 |
| 5 25 | 2 ... | 7 4 | ... | ... | 52 27 | 32 $\frac{1}{10}$ 1 | 12 $\frac{1}{10}$ 1 |
| 5 25 | 2 ... | 3 2 | ... | ... | 34 15 | 29 $\frac{1}{10}$ 1 | 11 $\frac{1}{2}$ 1 |
| 5 25 | 2 ... | 5 4 | ... | ... | 316 125 | 26 $\frac{2}{10}$ 1 | 10 $\frac{1}{10}$ 1 |
| 5 25 | 2 ... | even | ... | ... | 73 25 | 23 $\frac{1}{2}$ 1 | 8 $\frac{1}{2}$ 1 |

| 4th. Against your win- ning the 1st and 2nd, and losing the 3rd. | 5th. Against your losing the 1st, and winning the 2nd and 3rd. | 6th. Against your losing the 1st and 2nd, and winning the 3rd. | 7th. Against your win- ning the 1st and 3rd, and losing the 2nd. | 8th. Against your losing the 1st and 3rd, and winning the 2nd. |
|---|--|---|---|---|
| $6\frac{1}{2}$ to 1 | $6\frac{1}{2}$ to 1 | $20\frac{1}{3}$ to 1 | $6\frac{1}{2}$ to 1 | $20\frac{1}{3}$ to 1 |
| $5\frac{2}{3}$ 1 | $6\frac{2}{15}$ 1 | $21\frac{2}{3}$ 1 | $6\frac{2}{15}$ 1 | $17\frac{2}{3}$ 1 |
| $4\frac{1}{3}$ 1 | 7 1 | 23 1 | 7 1 | 15 1 |
| $3\frac{8}{9}$ 1 | $7\frac{8}{21}$ 1 | $24\frac{1}{7}$ 1 | $7\frac{8}{21}$ 1 | $13\frac{2}{3}$ 1 |
| $3\frac{4}{9}$ 1 | $7\frac{8}{9}$ 1 | $25\frac{2}{3}$ 1 | $7\frac{8}{9}$ 1 | $12\frac{1}{3}$ 1 |
| 3 1 | $8\frac{2}{15}$ 1 | $27\frac{1}{5}$ 1 | $8\frac{2}{15}$ 1 | 11 1 |
| $2\frac{5}{9}$ 1 | $9\frac{2}{3}$ 1 | 31 1 | $9\frac{2}{3}$ 1 | $9\frac{2}{3}$ 1 |
| $5\frac{8}{15}$ 1 | $6\frac{21}{25}$ 1 | $18\frac{3}{5}$ 1 | $5\frac{8}{15}$ 1 | $18\frac{3}{5}$ 1 |
| $4\frac{9}{15}$ 1 | $7\frac{2}{5}$ 1 | 20 1 | 6 1 | $15\frac{4}{5}$ 1 |
| $4\frac{2}{15}$ 1 | $7\frac{4}{5}$ 1 | 21 1 | $6\frac{1}{3}$ 1 | $14\frac{4}{5}$ 1 |
| $3\frac{2}{3}$ 1 | $8\frac{1}{3}$ 1 | 22 1 | $6\frac{7}{9}$ 1 | 13 1 |
| $3\frac{1}{3}$ 1 | $9\frac{2}{25}$ 1 | $24\frac{1}{5}$ 1 | $7\frac{2}{5}$ 1 | $11\frac{1}{5}$ 1 |
| $2\frac{1}{15}$ 1 | $10\frac{1}{5}$ 1 | 27 1 | $8\frac{1}{3}$ 1 | $10\frac{1}{5}$ 1 |
| 5 1 | 8 1 | 17 1 | 5 1 | 17 1 |
| $4\frac{1}{2}$ 1 | $8\frac{3}{7}$ 1 | $17\frac{6}{7}$ 1 | $5\frac{2}{7}$ 1 | $15\frac{1}{2}$ 1 |
| 4 1 | 9 1 | 19 1 | $5\frac{2}{3}$ 1 | 14 1 |
| $3\frac{1}{2}$ 1 | $9\frac{4}{5}$ 1 | $20\frac{3}{5}$ 1 | $6\frac{1}{5}$ 1 | $12\frac{1}{2}$ 1 |
| 3 1 | 11 1 | 23 1 | 7 1 | 11 1 |
| $4\frac{16}{21}$ 1 | $8\frac{43}{49}$ 1 | $16\frac{2}{7}$ 1 | $4\frac{16}{21}$ 1 | $16\frac{2}{7}$ 1 |
| $4\frac{11}{21}$ 1 | $9\frac{10}{21}$ 1 | $17\frac{1}{3}$ 1 | $5\frac{1}{5}$ 1 | $14\frac{1}{3}$ 1 |
| $3\frac{5}{7}$ 1 | $10\frac{4}{35}$ 1 | $18\frac{4}{5}$ 1 | $5\frac{2}{5}$ 1 | $13\frac{1}{7}$ 1 |
| $3\frac{4}{21}$ 1 | $11\frac{7}{9}$ 1 | 21 1 | $6\frac{1}{3}$ 1 | $11\frac{7}{9}$ 1 |
| $4\frac{5}{9}$ 1 | $10\frac{1}{9}$ 1 | $15\frac{2}{3}$ 1 | $4\frac{5}{9}$ 1 | $15\frac{2}{3}$ 1 |
| 4 1 | 11 1 | 17 1 | 5 1 | 14 1 |
| $3\frac{4}{9}$ 1 | $12\frac{1}{3}$ 1 | 19 1 | $5\frac{2}{3}$ 1 | $12\frac{1}{3}$ 1 |
| $4\frac{1}{3}$ 1 | $11\frac{2}{25}$ 1 | $15\frac{1}{5}$ 1 | $4\frac{2}{5}$ 1 | $15\frac{1}{5}$ 1 |
| $3\frac{4}{5}$ 1 | $13\frac{4}{5}$ 1 | 17 1 | 5 1 | $13\frac{4}{5}$ 1 |
| $4\frac{1}{3}$ 1 | 15 1 | 15 1 | $4\frac{1}{3}$ 1 | 15 1 |
| $5\frac{10}{15}$ 1 | $5\frac{10}{15}$ 1 | $16\frac{3}{20}$ 1 | $5\frac{10}{15}$ 1 | $16\frac{3}{20}$ 1 |
| $4\frac{22}{21}$ 1 | $6\frac{7}{20}$ 1 | $17\frac{1}{4}$ 1 | $6\frac{7}{20}$ 1 | $13\frac{7}{20}$ 1 |
| $4\frac{30}{100}$ 1 | $6\frac{47}{70}$ 1 | $18\frac{1}{4}$ 1 | $6\frac{30}{70}$ 1 | $12\frac{10}{100}$ 1 |
| $3\frac{9}{10}$ 1 | $7\frac{1}{5}$ 1 | $19\frac{1}{12}$ 1 | $7\frac{1}{5}$ 1 | $11\frac{1}{4}$ 1 |
| $3\frac{41}{100}$ 1 | $7\frac{41}{50}$ 1 | $21\frac{1}{20}$ 1 | $7\frac{41}{100}$ 1 | $10\frac{41}{40}$ 1 |
| $2\frac{21}{25}$ 1 | $8\frac{1}{5}$ 1 | $23\frac{1}{2}$ 1 | $8\frac{1}{5}$ 1 | $8\frac{1}{5}$ 1 |

| THREE EVENTS, all in your favour. | | | | | | 1st. Against your win- ning them all. | 2nd. Against your losing all. | 3rd. Against your win- ning the 1st, and losing the 2nd and 3rd. |
|--------------------------------------|--------|--------|--------|--------------------|-------------------|--|-------------------------------------|---|
| 5 to 2 | 2 to 1 | ... | 2 to 1 | ... | 43 to 20 | 30 $\frac{1}{2}$ | to 1 | 11 $\frac{1}{2}$ to 1 |
| 5 2 2 | 1 ... | 7 4 | ... | 161 70 | 27 $\frac{1}{2}$ | 1 | 10 $\frac{1}{2}$ | 1 |
| 5 2 2 | 1 ... | 3 2 | ... | 5 2 | 25 $\frac{1}{2}$ | 1 | 9 $\frac{1}{2}$ | 1 |
| 5 2 2 | 1 ... | 5 4 | ... | 139 50 | 22 $\frac{1}{2}$ | 1 | 8 $\frac{1}{2}$ | 1 |
| 5 2 2 | 1 ... | even | ... | 32 10 | 20 | 1 | 7 $\frac{1}{2}$ | 1 |
| 5 2 7 | 4 ... | 7 to 4 | ... | 86 35 | 25 $\frac{1}{2}$ | 1 | 9 $\frac{1}{2}$ | 1 |
| 5 2 7 | 4 ... | 3 2 | ... | 8 3 | 23 $\frac{1}{2}$ | 1 | 8 $\frac{1}{2}$ | 1 |
| 5 2 7 | 4 ... | 5 4 | ... | 74 27 | 20 $\frac{1}{2}$ | 1 | 7 $\frac{1}{2}$ | 1 |
| 5 2 7 | 4 ... | even | ... | 3 $\frac{1}{2}$ | 18 $\frac{1}{2}$ | 1 | 6 $\frac{1}{2}$ | 1 |
| 5 2 3 | 2 .. | 3 to 2 | ... | 26 9 | 20 $\frac{1}{2}$ | 1 | 7 $\frac{1}{2}$ | 1 |
| 5 2 3 | 2 ... | 5 4 | ... | 3 $\frac{1}{2}$ | 18 $\frac{1}{2}$ | 1 | 6 $\frac{1}{2}$ | 1 |
| 5 2 3 | 2 ... | even | ... | 11 3 | 16 $\frac{1}{2}$ | 1 | 6 | 1 |
| 5 2 5 | 4 ... | 5 to 4 | ... | 3 $\frac{47}{125}$ | 16 $\frac{23}{2}$ | 1 | 6 $\frac{7}{10}$ | 1 |
| 5 2 5 | 4 ... | even | ... | 101 25 | 14 $\frac{1}{4}$ | 1 | 5 $\frac{1}{10}$ | 1 |
| 5 2 even | ... | even | ... | 23 5 | 13 | 1 | 4 $\frac{1}{2}$ | 1 |
| 2 1 2 to 1 | ... | 2 to 1 | ... | 19 8 | 26 | 1 | 12 $\frac{1}{2}$ | 1 |
| 2 1 2 1 | AND | 7 4 | ARE | 71 28 | 23 $\frac{1}{2}$ | 1 | 11 $\frac{1}{2}$ | 1 |
| 2 1 2 1 | ... | 3 2 | ... | 33 12 | 21 $\frac{1}{2}$ | 1 | 10 $\frac{1}{2}$ | 1 |
| 2 1 2 1 | ... | 5 4 | ... | 61 20 | 19 $\frac{1}{2}$ | 1 | 9 $\frac{1}{2}$ | 1 |
| 2 1 2 1 | ... | even | ... | 3 $\frac{1}{2}$ | 17 | 1 | 8 | 1 |
| 2 1 7 4 | ... | 7 to 4 | ... | 265 98 | 21 $\frac{1}{2}$ | 1 | 10 $\frac{1}{2}$ | 1 |
| 2 1 7 4 | ... | 3 2 | ... | 41 14 | 19 $\frac{1}{2}$ | 1 | 9 $\frac{1}{2}$ | 1 |
| 2 1 7 4 | ... | 5 4 | ... | 227 70 | 17 $\frac{1}{2}$ | 1 | 8 $\frac{1}{2}$ | 1 |
| 2 1 7 4 | ... | even | ... | 52 14 | 15 $\frac{1}{2}$ | 1 | 7 $\frac{1}{2}$ | 1 |
| 2 1 3 2 | ... | 3 to 2 | ... | 57 18 | 17 $\frac{1}{2}$ | 1 | 8 $\frac{1}{2}$ | 1 |
| 2 1 3 2 | ... | 5 4 | ... | 3 $\frac{1}{2}$ | 15 $\frac{1}{2}$ | 1 | 7 $\frac{1}{2}$ | 1 |
| 2 1 3 2 | ... | even | ... | 4 1 | 14 | 1 | 6 $\frac{1}{2}$ | 1 |
| 2 1 5 4 | ... | 5 to 4 | ... | 3 $\frac{43}{50}$ | 14 $\frac{1}{2}$ | 1 | 6 $\frac{1}{2}$ | 1 |
| 2 1 5 4 | ... | even | ... | 44 10 | 12 $\frac{1}{2}$ | 1 | 5 $\frac{1}{2}$ | 1 |
| 2 1 even | ... | even | ... | 5 1 | 11 | 1 | 5 | 1 |
| 7 4 7 to 4 | ... | 7 to 4 | ... | 988 343 | 19 $\frac{1}{2}$ | 1 | 10 $\frac{22}{112}$ | 1 |
| 7 4 7 4 | ... | 3 2 | ... | 458 147 | 17 $\frac{1}{2}$ | 1 | 9 $\frac{1}{2}$ | 1 |
| 7 4 7 4 | ... | 5 4 | ... | 844 245 | 16 $\frac{1}{2}$ | 1 | 8 $\frac{1}{2}$ | 1 |
| 7 4 7 4 | ... | even | ... | 3 $\frac{1}{2}$ | 14 $\frac{1}{2}$ | 1 | 7 $\frac{1}{2}$ | 1 |

| 4th. Against your win- ning the 1st and 2nd, and losing the 3rd. | 5th. Against your losing the 1st, and winning the 2nd and 3rd. | 6th. Against your losing the 1st and 2nd, and winning the 3rd. | 7th. Against your win- ning the 1st and 3rd, and losing the 2nd. | 8th. Against your losing the 1st and 3rd, and winning the 2nd. |
|---|--|---|---|---|
| 5 $\frac{3}{10}$ to 1 | 6 $\frac{7}{8}$ to 1 | 14 $\frac{3}{4}$ to 1 | 5 $\frac{3}{10}$ to 1 | 14 $\frac{3}{4}$ to 1 |
| 4 $\frac{1}{40}$ 1 | 7 $\frac{1}{4}$ 1 | 15 $\frac{1}{4}$ 1 | 5 $\frac{1}{10}$ 1 | 13 $\frac{7}{10}$ 1 |
| 4 $\frac{1}{4}$ 1 | 7 $\frac{1}{4}$ 1 | 16 $\frac{1}{2}$ 1 | 6 1 | 12 $\frac{1}{8}$ 1 |
| 3 $\frac{1}{20}$ 1 | 8 $\frac{3}{20}$ 1 | 17 $\frac{9}{10}$ 1 | 6 $\frac{1}{2}$ 1 | 10 $\frac{1}{10}$ 1 |
| 3 $\frac{1}{6}$ 1 | 9 $\frac{1}{2}$ 1 | 20 1 | 7 $\frac{1}{8}$ 1 | 9 $\frac{1}{4}$ 1 |
| 5 $\frac{1}{20}$ 1 | 7 $\frac{5}{8}$ 1 | 14 $\frac{1}{8}$ 1 | 5 $\frac{1}{20}$ 1 | 14 $\frac{1}{8}$ 1 |
| 4 $\frac{1}{2}$ 1 | 8 $\frac{1}{2}$ 1 | 15 $\frac{1}{2}$ 1 | 5 $\frac{1}{10}$ 1 | 12 $\frac{1}{4}$ 1 |
| 3 $\frac{1}{20}$ 1 | 8 $\frac{3}{10}$ 1 | 16 $\frac{1}{10}$ 1 | 5 $\frac{9}{100}$ 1 | 11 $\frac{3}{8}$ 1 |
| 3 $\frac{1}{5}$ 1 | 10 1 | 18 $\frac{1}{2}$ 1 | 6 $\frac{7}{10}$ 1 | 10 1 |
| 4 $\frac{1}{5}$ 1 | 8 $\frac{1}{8}$ 1 | 13 $\frac{7}{12}$ 1 | 4 $\frac{3}{10}$ 1 | 13 $\frac{7}{12}$ 1 |
| 4 $\frac{1}{4}$ 1 | 9 $\frac{1}{4}$ 1 | 14 $\frac{1}{2}$ 1 | 5 $\frac{3}{10}$ 1 | 12 $\frac{1}{2}$ 1 |
| 3 $\frac{3}{8}$ 1 | 10 $\frac{2}{3}$ 1 | 16 $\frac{1}{2}$ 1 | 6 1 | 10 $\frac{2}{3}$ 1 |
| 4 $\frac{67}{100}$ 1 | 10 $\frac{1}{10}$ 1 | 13 $\frac{7}{10}$ 1 | 4 $\frac{67}{100}$ 1 | 13 $\frac{7}{10}$ 1 |
| 4 $\frac{1}{25}$ 1 | 11 $\frac{1}{5}$ 1 | 14 $\frac{1}{2}$ 1 | 5 $\frac{1}{10}$ 1 | 11 $\frac{1}{5}$ 1 |
| 4 $\frac{1}{5}$ 1 | 13 1 | 13 1 | 4 $\frac{1}{5}$ 1 | 13 1 |
| 5 $\frac{1}{4}$ 1 | 5 $\frac{3}{4}$ 1 | 12 $\frac{1}{2}$ 1 | 5 $\frac{1}{4}$ 1 | 12 $\frac{1}{2}$ 1 |
| 5 $\frac{3}{16}$ 1 | 6 $\frac{1}{16}$ 1 | 13 $\frac{1}{4}$ 1 | 6 $\frac{1}{16}$ 1 | 11 $\frac{1}{8}$ 1 |
| 4 $\frac{1}{8}$ 1 | 6 $\frac{1}{4}$ 1 | 14 1 | 6 $\frac{1}{2}$ 1 | 10 $\frac{1}{4}$ 1 |
| 4 $\frac{1}{16}$ 1 | 7 $\frac{1}{10}$ 1 | 15 $\frac{1}{5}$ 1 | 7 $\frac{1}{10}$ 1 | 9 $\frac{1}{8}$ 1 |
| 3 $\frac{1}{4}$ 1 | 8 1 | 17 1 | 8 1 | 8 1 |
| 5 $\frac{27}{56}$ 1 | 6 $\frac{29}{48}$ 1 | 11 $\frac{27}{48}$ 1 | 5 $\frac{27}{56}$ 1 | 11 $\frac{27}{56}$ 1 |
| 4 $\frac{23}{28}$ 1 | 6 $\frac{7}{8}$ 1 | 12 $\frac{1}{2}$ 1 | 5 $\frac{1}{8}$ 1 | 10 $\frac{1}{4}$ 1 |
| 4 $\frac{17}{16}$ 1 | 7 $\frac{17}{16}$ 1 | 13 $\frac{17}{20}$ 1 | 6 $\frac{17}{40}$ 1 | 9 $\frac{17}{28}$ 1 |
| 3 $\frac{7}{8}$ 1 | 8 $\frac{3}{8}$ 1 | 15 $\frac{1}{4}$ 1 | 7 $\frac{1}{4}$ 1 | 8 $\frac{3}{8}$ 1 |
| 5 $\frac{1}{4}$ 1 | 7 $\frac{1}{8}$ 1 | 11 $\frac{1}{2}$ 1 | 5 $\frac{1}{4}$ 1 | 11 $\frac{1}{4}$ 1 |
| 4 $\frac{1}{24}$ 1 | 8 1 | 12 $\frac{1}{2}$ 1 | 5 $\frac{1}{2}$ 1 | 10 $\frac{1}{4}$ 1 |
| 4 1 | 9 1 | 14 1 | 6 $\frac{1}{2}$ 1 | 9 1 |
| 5 $\frac{3}{20}$ 1 | 8 $\frac{19}{25}$ 1 | 11 $\frac{3}{20}$ 1 | 5 $\frac{3}{20}$ 1 | 11 $\frac{3}{20}$ 1 |
| 4 $\frac{1}{6}$ 1 | 9 $\frac{1}{6}$ 1 | 12 $\frac{1}{2}$ 1 | 5 $\frac{1}{4}$ 1 | 9 $\frac{1}{6}$ 1 |
| 5 1 | 11 1 | 11 1 | 5 1 | 11 1 |
| 5 $\frac{163}{192}$ 1 | 5 $\frac{156}{192}$ 1 | 10 $\frac{29}{112}$ 1 | 5 $\frac{163}{192}$ 1 | 10 $\frac{29}{112}$ 1 |
| 5 $\frac{17}{98}$ 1 | 6 $\frac{17}{84}$ 1 | 11 $\frac{17}{48}$ 1 | 6 $\frac{17}{84}$ 1 | 9 $\frac{17}{56}$ 1 |
| 4 $\frac{109}{140}$ 1 | 6 $\frac{109}{140}$ 1 | 12 $\frac{109}{140}$ 1 | 6 $\frac{109}{140}$ 1 | 8 $\frac{11}{112}$ 1 |
| 3 $\frac{5}{49}$ 1 | 7 $\frac{5}{14}$ 1 | 14 $\frac{1}{2}$ 1 | 7 $\frac{5}{14}$ 1 | 7 $\frac{5}{14}$ 1 |

| THREE EVENTS, all in your favour. | | | | | 1st. Against your win- ning them all. | 2nd. Against your losing all. | 3rd. Against your win- ning the 1st, and losing the 2nd and 3rd. |
|--------------------------------------|--------|--------|--------|-----|--|-------------------------------------|---|
| 7 to 4 | 3 to 2 | ... | 3 to 2 | ... | 34 $\frac{1}{2}$ to 1 | 16 $\frac{1}{16}$ to 1 | 82 $\frac{1}{2}$ to 1 |
| 7 43 | 2 ... | 5 4 | ... | ... | 3 $\frac{1}{2}$ 1 | 14 $\frac{1}{32}$ 1 | 74 $\frac{1}{8}$ 1 |
| 7 43 | 2 ... | even | ... | ... | 4 $\frac{1}{21}$ 1 | 12 $\frac{1}{4}$ 1 | 6 $\frac{1}{2}$ 1 |
| 7 45 | 4 ... | 5 to 4 | ... | ... | 4 $\frac{1}{15}$ 1 | 12 $\frac{1}{24}$ 1 | 64 $\frac{1}{12}$ 1 |
| 7 45 | 4 ... | even | ... | ... | 4 $\frac{1}{16}$ 1 | 11 $\frac{1}{8}$ 1 | 6 $\frac{1}{4}$ 1 |
| 7 4 | even | ... | even | ... | 5 $\frac{1}{2}$ 1 | 10 1 | 5 $\frac{1}{2}$ 1 |
| 3 23 | to 2 | ... | 3 to 2 | ... | 34 $\frac{1}{2}$ 1 | 14 $\frac{1}{8}$ 1 | 9 $\frac{1}{12}$ 1 |
| 3 23 | 2 ... | 5 4 | ... | ... | 4 1 | 13 $\frac{1}{16}$ 1 | 8 $\frac{1}{24}$ 1 |
| 3 23 | 2 ... | even | ... | ... | 4 $\frac{1}{9}$ 1 | 11 $\frac{1}{2}$ 1 | 7 $\frac{1}{3}$ 1 |
| 3 25 | 4 ... | 5 to 4 | ... | ... | 4 $\frac{1}{5}$ 1 | 11 $\frac{1}{32}$ 1 | 7 $\frac{1}{16}$ 1 |
| 3 25 | 4 ... | even | ... | ... | 5 1 | 10 $\frac{1}{4}$ 1 | 6 $\frac{1}{2}$ 1 |
| 3 2 | even | ... | even | ... | 5 $\frac{1}{2}$ 1 | 9 1 | 5 $\frac{1}{2}$ 1 |
| 5 45 | to 4 | ... | 5 to 4 | ... | 41 $\frac{1}{2}$ 1 | 10 $\frac{1}{24}$ 1 | 8 $\frac{1}{36}$ 1 |
| 5 45 | 4 ... | even | ... | ... | 54 $\frac{1}{2}$ 1 | 9 $\frac{1}{8}$ 1 | 7 $\frac{1}{10}$ 1 |
| 5 4 | even | ... | even | ... | 6 $\frac{1}{5}$ 1 | 8 1 | 6 $\frac{1}{5}$ 1 |
| even | even | ... | even | ... | 7 1 | 7 1 | 7 1 |

EXPLANATIONS of

SUPPOSE three events depending, on the first of which it is 6 to 1 for you, on the second and third, 3 to 1 and 2 to 1 against you, and you want to know the odds against winning them all; look for the page and line where 6 to 1, 3 to 1, and 2 to 1, all in your favour, stand in the third column where it is written at the top against your winning the first and losing the second and third, in which you will find it to be 13 to 1 against you; operated thus: $\frac{6}{1} \times \frac{3}{1} \times \frac{2}{1} = \frac{36}{1}$, 84—6=78 to 6, which being contracted is 13 to 1, as in the table.

Suppose 5 to 2 for you on the first, 5 to 2 and 5 to 4 against you on the second and third, what are the odds against winning them all? Look for

| 4th. Against your win- ning the 1st and 2nd, and losing the 3rd. | 5th. Against your losing the 1st, and winning the 2nd and 3rd. | 6th. Against your losing the 1st and 2nd, and winning the 3rd. | 7th. Against your win- ning the 1st and 3rd, and losing the 2nd. | 8th. Against your losing the 1st and 3rd, and winning the 2nd. |
|---|--|---|---|---|
| 5 $\frac{1}{2}$ $\frac{1}{2}$ to 1 | 6 $\frac{1}{2}$ $\frac{1}{2}$ to 1 | 10 $\frac{1}{2}$ $\frac{1}{2}$ to 1 | 5 $\frac{1}{2}$ $\frac{1}{2}$ to 1 | 10 $\frac{1}{2}$ $\frac{1}{2}$ to 1 |
| 4 $\frac{1}{2}$ $\frac{1}{2}$ to 1 | 7 $\frac{1}{2}$ to 1 | 11 $\frac{1}{2}$ to 1 | 6 $\frac{1}{2}$ $\frac{1}{2}$ to 1 | 9 $\frac{1}{2}$ $\frac{1}{2}$ to 1 |
| 4 $\frac{1}{2}$ $\frac{1}{2}$ to 1 | 8 $\frac{1}{2}$ to 1 | 12 $\frac{1}{2}$ to 1 | 6 $\frac{1}{2}$ $\frac{1}{2}$ to 1 | 8 $\frac{1}{2}$ to 1 |
| 5 $\frac{1}{2}$ $\frac{1}{2}$ to 1 | 7 $\frac{1}{2}$ $\frac{1}{2}$ to 1 | 10 $\frac{1}{2}$ $\frac{1}{2}$ to 1 | 5 $\frac{1}{2}$ $\frac{1}{2}$ to 1 | 10 $\frac{1}{2}$ $\frac{1}{2}$ to 1 |
| 4 $\frac{1}{2}$ $\frac{1}{2}$ to 1 | 8 $\frac{1}{2}$ to 1 | 11 $\frac{1}{2}$ to 1 | 6 $\frac{1}{2}$ $\frac{1}{2}$ to 1 | 8 $\frac{1}{2}$ to 1 |
| 5 $\frac{1}{2}$ to 1 | 10 to 1 | 10 to 1 | 5 $\frac{1}{2}$ to 1 | 10 to 1 |
| 5 $\frac{1}{2}$ to 1 | 5 $\frac{1}{2}$ to 1 | 9 $\frac{1}{2}$ to 1 | 5 $\frac{1}{2}$ to 1 | 9 $\frac{1}{2}$ to 1 |
| 5 $\frac{1}{2}$ to 1 | 6 $\frac{1}{2}$ to 1 | 10 $\frac{1}{2}$ to 1 | 6 $\frac{1}{2}$ to 1 | 8 $\frac{1}{2}$ to 1 |
| 4 $\frac{1}{2}$ to 1 | 7 $\frac{1}{2}$ to 1 | 11 $\frac{1}{2}$ to 1 | 7 $\frac{1}{2}$ to 1 | 7 $\frac{1}{2}$ to 1 |
| 5 $\frac{1}{2}$ to 1 | 7 $\frac{1}{2}$ to 1 | 9 $\frac{1}{2}$ to 1 | 5 $\frac{1}{2}$ to 1 | 9 $\frac{1}{2}$ to 1 |
| 5 to 1 | 8 to 1 | 10 $\frac{1}{2}$ to 1 | 6 $\frac{1}{2}$ to 1 | 8 to 1 |
| 5 $\frac{1}{2}$ to 1 | 9 to 1 | 9 to 1 | 5 $\frac{1}{2}$ to 1 | 9 to 1 |
| 6 $\frac{1}{2}$ $\frac{1}{2}$ to 1 | 6 $\frac{1}{2}$ $\frac{1}{2}$ to 1 | 8 $\frac{1}{2}$ to 1 | 6 $\frac{1}{2}$ $\frac{1}{2}$ to 1 | 8 $\frac{1}{2}$ to 1 |
| 5 $\frac{1}{2}$ $\frac{1}{2}$ to 1 | 7 $\frac{1}{2}$ to 1 | 9 $\frac{1}{2}$ to 1 | 7 $\frac{1}{2}$ to 1 | 7 $\frac{1}{2}$ to 1 |
| 6 $\frac{1}{2}$ to 1 | 8 to 1 | 8 to 1 | 6 $\frac{1}{2}$ to 1 | 8 to 1 |
| 7 to 1 | 7 to 1 | 7 to 1 | 7 to 1 | 7 to 1 |

the foregoing TABLES.

the line wherein you have 5 to 2, 5 to 2, and 5 to 4, all in your favour, and in the third column you have 10 $\frac{1}{2}$ to 1.—The operation stands thus: $\frac{1}{2} \times \frac{1}{2} \times \frac{1}{4} = \frac{1}{41}$: 441—40=401 to 40, and contracted, by dividing 401 by 40, you will have 10 $\frac{1}{2}$ to 1, as in the table.

Suppose 4 to 1 against you on the first, 3 to 1 for you on the second, and 3 to 2 for you on the third, what are the odds against winning them all? Look for the line where it stands 4 to 1, 3 to 1, and 3 to 2, all in your favour, and in the fifth column (marked, against your losing the first, and winning the second and third) you will see it to be 10 $\frac{1}{2}$ to 1, work'd $\frac{1}{2} \times \frac{1}{2} \times \frac{1}{2} = \frac{1}{10}$, as per tables.

*An AFFIDAVIT to prove the QUALIFICATION of a
HUNTER.*

A. B. of London, Gent. maketh oath, and saith, that a bay mare, called _____ which this deponent (by his servant) now offers to enter and run for the Hunters plate, at Reading, never started for either match or plate, but has been actually used as a hunter at the last season, and not only to get the name, but really as a hunter; nor has she been in sweats with an intention to run, but only from Lady-day last. A. B.

Sworn before me this _____ day of _____ 18 _____
voluntarily. T—D—V.

*RULES relating to the Method of MATCHING and
FIGHTING of COCKS in London, in practice
ever since the reign of King Charles 2.*

To begin the same by fighting the lightest pair of cocks (which fall in match) first proceeding upwards to the end; that every lighter pair may fight earlier than those that are heavier.

In matching (with relation to the battles,) it is a rule always in London:—That after the cocks of the main are weighed, the match-bills are compared.

That every pair of equal or dead weight, are separated, and fight against others; provided that it appears that the main can be enlarged, by adding thereto, either one battle or more thereby.

F I N I S.

Printed by T. C. HANSARD, Peterborough Court,
Fleet Street, LONDON.

Acme
Bookbinding Co., Inc.
100 Cambridge St.
Charlestown, MA 02129

THE BORROWER WILL BE CHARGED
THE COST OF OVERDUE NOTIFICATION
IF THIS BOOK IS NOT RETURNED TO
THE LIBRARY ON OR BEFORE THE LAST
DATE STAMPED BELOW.

BOOKS
6780312
MAR 11 1980

2/1/80

AUG - 2 1980

6391461

CANCELLED

